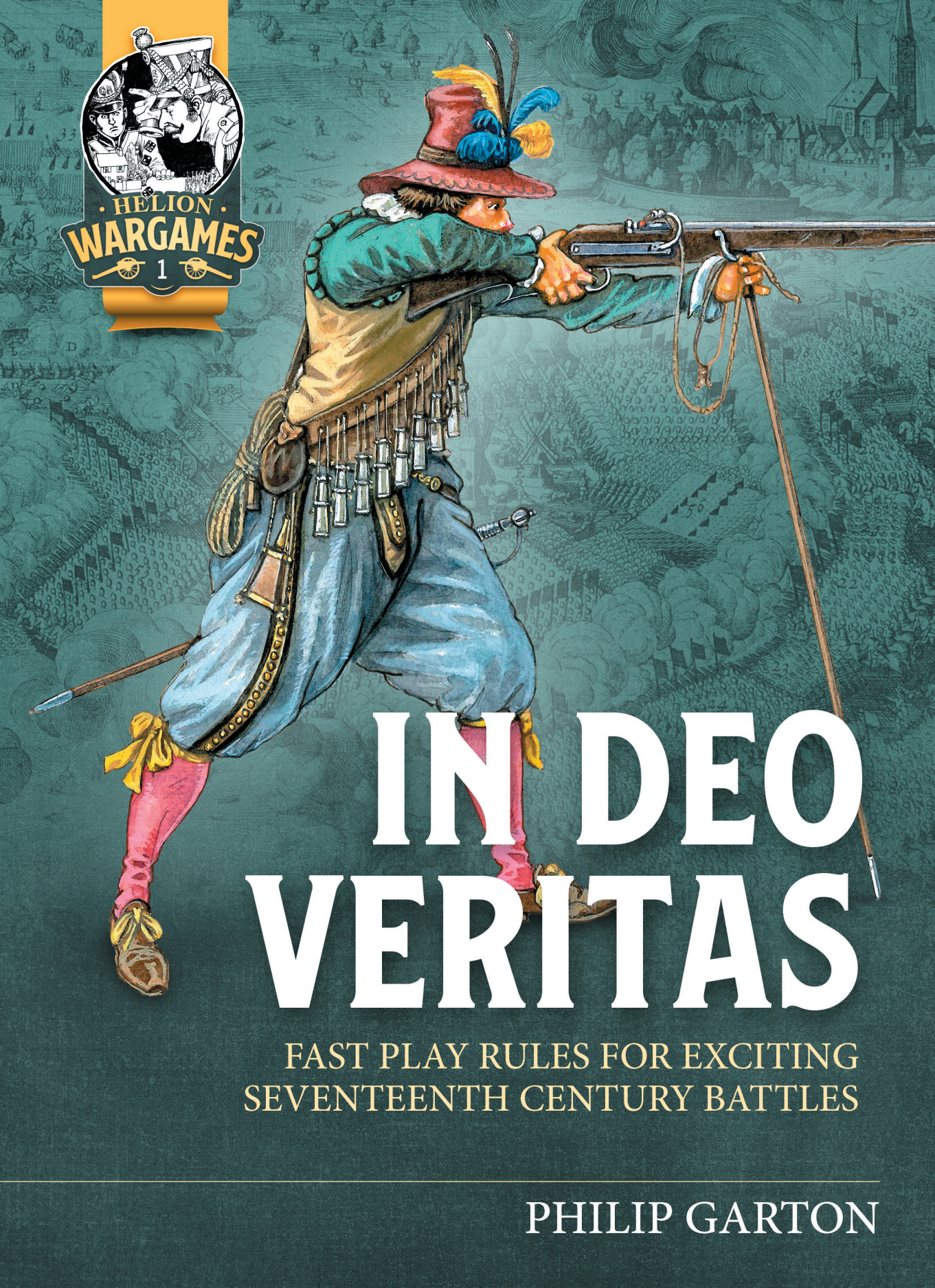


IN DEO VERITAS

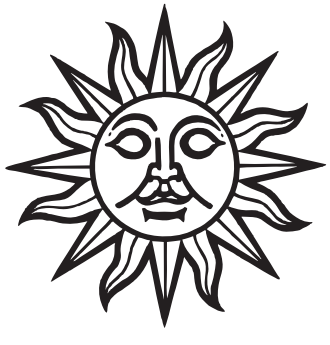
FAST PLAY RULES FOR EXCITING SEVENTEENTH CENTURY BATTLES

PHILIP GARTON

IN DEO VERITAS

Fast Play Rules for Exciting Seventeenth Century Battles in Smaller Scales

Philip Garton



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1

Introduction

In Deo Veritas enables players to recreate the challenge and uncertainty of European battle during the seventeenth century. The period includes the decline of Habsburg domination over Europe and the tactical shift from the early, fairly slow manoeuvring Tercios to more flexible 'battalion' tactics. Opponents as diverse as Sweden against the Austrian Empire, Venetians against Turks, and Transylvanians against Poles, were all in action at one time or another. Using the smaller figurer scales, *In Deo Veritas* recreates the feel of the battles of the period.

Commanders don't just make strategic decisions about who goes where and when they need to engage the enemy. In combat, the commanders need to focus on maintaining the morale of the army and to keep its men going even when things don't seem too good. Trying to keep the troops motivated is a constant challenge and it is the basic principle behind *In Deo Veritas* (IDV).

The greatest problem with engaging in battle was that the outcome was rarely predictable. Although both sides would set out their forces in the expectation of victory it was often the case that some disaster would happen to one side and cause its downfall. Sometimes this might be due to a failure to control part of the army; for example, the uncontrolled pursuit by the Royalist cavalry at Edgehill in 1642. Sometimes the commander himself would be killed, as happened to Gustavus Adolphus at the battle of Lutzen. Overconfidence in a position could lead to unexpected defeat; such as at the Battle of the Dunes near Dunkirk in 1658. In that battle a Spanish force advantageously deployed on high sand dunes was routed from its anchor position by a crushing attack from the English troops supporting the main French army.

More common was the gradual deterioration of both sides' ability to carry on fighting, as the troops became weary and more disorganised, leading to stalemate. *In Deo Veritas* (IDV) reflects this gradual decline by a number of concepts but one key piece of advice is that commanders need to maintain an effective reserve, either to stave off a disastrous collapse or to exploit an unforeseen opportunity.

Command

On the European continent there was always a conflict somewhere. The Dutch and Spanish had been fighting since 1566, in a conflict that would become known as the Eighty Years War. The Danes and Swedes had been fighting each other on and off before they both fought the Habsburgs in the Thirty Years War. After that war ended, they went back to fighting each other.

These conflicts created a resource of experienced officers and men ready to engage in a fight for pay and booty. In a few cases, the reputation of a commander could draw many soldiers into his army. Men like Bernard of Saxe-Weimar and Wallenstein became famous, even if they didn't always win in battle, and their abilities were in demand. Unfortunately, becoming too important could create

political enemies. Wallenstein's death is a clear example as he was assassinated by his employer's agents!

> 'The forces that Sir John Meldrum commanded before this town, were gathered out of several associated counties, and the commanders so emulous of one another,… that it galled the poor old gentleman to the heart, who having commanded abroad, …was confounded among those who knew not how to obey any orders, but disputed all his commands, and lost their time and honour in a fruitless expedition, through their vain contentions…'
>
> Memoirs of the Life of Colonel Hutchinson

Meldrum's comments reflect the lack of significant warfare in England for the previous century. There were few experienced commanders available and both sides had a fairly amateurish start to the war.

Perceived success in combat was the main selecting mechanism for most armies. We find generals writing their reports to show just how well they had conducted their business. There's nothing very different in this from any other period so that's how these rules are written. We start with the basic idea that veteran commanders will be rare,

having to gain their knowledge from a lifetime of experience, and political appointments will be common, until costly experience sifts out the weaker candidates. The majority of players will want to take command and see what they can achieve.

Changes over the period

Through the Thirty Years War the availability of volunteer manpower was reduced by conflict, famines and plagues. Rulers had to turn to their own populations to provide the forces that they needed. Those states, such as Brandenburg, that were able to raise new regiments gained political influence and were often rewarded with new lands. Hiring out regiments became a valuable source of state income and states often used commercial contracts to provide their troops to the service of others.

Infantry combat was not very mobile as large numbers of newly raised units could not be immediately trained to the level of proficiency that would be needed in combat. The earlier muskets were deadly at 25 metres and dangerous up to 100m. The result of these influences was that combat would be a close-range business with both sides attempting to push the other back to gain an advantage.

For most battles the artillery was too heavy to play a significant role. Heavy guns, individually created in workshops, represented a serious financial investment. They were not usually placed in situations in which they might be lost. Though relatively few in number, with archaeology and contemporary accounts suggesting a low volume of fire, the psychological effects of being 'on the receiving end' were seen as significant. The weapons evolved through the period and lighter guns appeared alongside the infantry formations. They were the genesis of the battalion guns that would become universal in the next century.

The cavalry would be decisive in most battles. Sweeping charges could destroy whole brigades of infantry followed by an uncontrollable pursuit of the defeated opposition. This sometimes left the initial winner's army exposed to a counter attack by the enemy, which then proved decisive. Cavalry units could be easily exhausted and needed

to be used with care at the decisive moment. In these rules good control over the cavalry is an important part of managing the battle.

Events

The majority of engagements in the period tended to be relatively small, a few thousand troops on each side, and unexpected events could change the situation that the commander faced. It was not unusual for raids to be made ('beating up the enemy's quarters') that required cavalry to be sent off to chase the raiders back to their own lines. Sometimes commanders were wounded, or killed, and the chain of command thrown into confusion. Sometimes things just happened, like the explosion of the powder store at the battle of Torrington in 1646, which effectively ended the battle for the Royalists.

In larger battles, those beyond 20,000 men per side, such events tended to be of less significance. We think that there's a better sense of the unpredictability of war if you use the Events provided (p.33), or make up your own to suit your game situation. You, as commander, will have to work with what you have. The Events presented are intended to make the battle more interesting for the players. If you have been disadvantaged by an Event but still manage to overcome your opponent then you should expect that your victory will be heralded as so much greater.

Scales

In Deo Veritas (IDV) has an approximate ground scale of 1" = 40yds, or 1cm = 15mtrs. We have designed the rules for battles that will fit on to a typical 6' x 4' wargames table, which is over a mile of frontage and big enough for the majority of battles in this period. The rules are easily used for larger and smaller battles. The Scenarios section (p.73) shows how you can adjust your approach to the game. Our aim is to present a 'big' battle set of rules and we have played *In Deo Veritas* (IDV) using 6mm, 10/12mm and 15mm armies.

The nominal time for a turn, including moves by both sides, is about 20 - 30 minutes. At this rate a four-hour battle will take about 8 - 12 turns.

2

Army Composition

The High Command and army structure

In IDV, the High Command has characteristics that serve to help or hinder the cause. Things will go wrong because battle was chaotic and it could be difficult for generals to exert control over their troops. There were instances of individual commanders attacking when they had been ordered to hold (Freiburg 1644) and units that ran away when they should have been attacking (White Mountain 1620)! Our simple maxim is that things can go wrong and things will go wrong. The best commanders will overcome these challenges.

Each Army has a High Command. This always includes the overall **Army Commander**. During the period armies grew larger and the High Commands could include a **Subordinate Commander**. These were sometimes titled Major General of Foot or Lieutenant General of Horse. These higher command responsibilities did not stop individuals charging off in search of personal glory (see the examples of Wittstock and Marston Moor in the Scenarios). A Subordinate Commander may replace the Army Commander if he is wounded or off on a mission, such as Charles IX at Lund. They can also use their influence to shore up the morale of disordered units.

Below the High Command armies were usually broken down into sub-commands. In IDV these are called Wings and a typical army for these rules will have at least three Wings. If you have a larger army (8 Wings or more), or one that is made up of combined armies, such as the Two Kingdoms at Marston Moor, then you may decide to add

one or two subordinate generals, or even another Army Commander. This should also add a 'political' dimension as commanders did not always share the same objectives. As a guide there are army lists for a number of battles of different sizes provided at the end of these rules (see Scenarios on p.73).

As a basic guide, each Wing Commander should control at least three major units, and possibly some of the smaller sub-units that are used in the game to represent specialist troops, such as dragoons or detachments of musketeers.

Command cards

Each individual Wing commander should be identifiable by either a card, or a suitable chit. The low-cost option is to take a pack of ordinary playing cards and identify a commander with a particular card; putting the remainder of the deck aside. At the start of each turn the Command cards from both sides are shuffled into a single deck, which is placed facedown on the battlefield. During the movement phase the cards are turned over one at a time to identify the sequence of movement for the individual wings (see Sequence of Play p.38).

Commander's characteristics

Commanders, at all levels, have an influence on their men but none more so than the commanding general. In historical games players will undoubtedly have their views on the nature of the commanders. It's sometimes possible to see evidence of the lack of confidence caused by 'political' appointments, for example Lord Goring in the later Royalist army. On the positive side, the hero status accorded to others such as Gottfried Pappenheim and Beville Grenville could give their troops higher levels of motivation. Heroic commanders could not stop an army losing, but they can help when the battle is finely balanced and an extra effort is needed to secure the victory. Where you can agree on historical characteristics then feel free to use them.

Political appointments were made and withdrawn as factions gained and lost supremacy. Few of them lasted for long but such commanders could be in place when the action started. When characteristics are unknown, or not agreed, you can use the following table to define the commander's characteristics, adjusting it to suit the personalities available to the armies in a region at a particular time.

	New Appointment	**2 -3 years experience**	**'Professional' 4 years +**
Politico	1 - 3	1 - 2	1
Normal	4 - 5	3 - 5	2 - 4
Experienced	6	6	5 - 6

Heroes (Optional rule)

Some commanders were more likely to lead from the front. This could affect any command in the army so you need to see if any individual commander is a Hero. This adds to the realism of the game.

Roll a d6 for each commander. A score of 1 indicates an individual with 'Heroic' characteristics. In a campaign it may also mean that he never reaches the level of an Experienced commander!

Heroes became well known and their loss was often mourned by both sides. This was usually in recognition of a man who had lived his life worthy of the respect of his peers.

Will Power (Optional rule)

The question of will power also adds to the realism of the game. It depends on many individual factors and the situation of the army. In IDV, we chose not to make its influence so dramatic that it makes the game unplayable.

Roll a d6; a score of 1 will indicate a 'strong' will; a score of 6 a 'weak' will; 2-5 means the army's commander is normal on the day of the battle.

If you choose not to use this rule then rate all of your commanders as having normal will-power.

The Fighting Troops

The following formations represent the typical organisation of forces during the period. If you have historical evidence to support different formations then please feel free to use it. The structures given below cover the majority of armies at this time.

Infantry Units

Early Tercios

In the early decades of the seventeenth century the major armies were heavily influenced by the success of the Spanish Tercios. In the hands of good commanders and with veteran soldiers they had proved their value. At the start of the period the Tercios were very large (up to 3,000 men) and once they started to lose cohesion it became difficult to maintain control.

Disease and bullets, however, make no distinction for troop quality and as new armies were raised the recruits could not match the veterans' expertise and performance on the battlefield declined.

Developments in firearm technology allowed more manoeuvrability and gave smaller formations equal combat power. In response to these changes the size of the formation carrying the title of Tercio shrank to an average of 600 men, much the same as everyone else's regiment.

Brigades

The most common unit of the period was the formed infantry unit of between 900-1200 men. Frequently called a **'Brigade'**, each unit typically represents a grouping of regiments. These would usually be a mix of pike and musket armed men; the ratio of pike to shot would vary according to the circumstances of tactical doctrine, training and supply. The ratio within individual units had little bearing on the overall outcome of the battle as commanders would move companies around within their brigades to achieve an acceptable balance of arms in the larger formation. When you base your armies in IDV you can give preference to whatever ratio you like as it will not impact on your game.

Tercio **Brigade** **Company**

Companies

The normal size for infantry sub-units is between 200-400 men. They may take several forms.

A wing may have some of its men removed to be used by the Army commander for specific tasks. For example, at Fleurus Cordoba detached musketeers to protect his flank by occupying the buildings of Ferme Chassart. In these rules these groups are called **'Detachments'**. A common role for a detachment was as a Forlorn Hope whose job was to stand in advance of the army to disrupt the advancing enemy's formation. It was usually a thankless task for both the company and the owning Wing.

Some armies used light troops (including Scots Highlanders and Hungarian Hajduks), usually for skirmishing but sometimes in battle. These **'Irregulars'** were not usually formally organised, often being based on family or clan groups. The main difference between these loose groups and a 'Rabble' comes from the higher level of aggression that they would bring to the battle. They are represented as sub-units because their numbers were relatively low. Against experienced troops their melee tactics did not always work and they sometimes disappeared if things weren't going too well for their side.

'Rabble' - On occasion, local civilians or recently raised levies, appeared on the battlefield. These were generally of little use for anything more than as spectators. Their numbers tended to be small and they usually did not display the stamina for a prolonged fight. They are included as sub-units within a Wing to give that formation just a little more staying power.

The other type of company that can be included in an Infantry wing is **'Artillery'**. These weapons did not play a huge part in the earlier decades of the period because they were just too heavy to move effectively. Even a 'small' gun, such as a Minion with its 4lb shot could weigh 800kg. It needed a team of 4 horses and 20 men to bring it into position and it could not keep up with the infantry. Tactically their value was principally with the defending side because as the attacking force closes in so it screens the attacking artillery's target. The defender's guns, however, can always fire on the attackers. Despite these limitations the use of artillery increased over the period.

Most armies would have some **Field Artillery** (firing shot between 2-4lbs; e.g. Falcons, Minions, and Sakers). In later armies newer **Infantry Guns** (firing shot of less than 2lbs; e.g. Robinet and Falconet), would become more common. Their main benefit was that their fire had a psychological effect and would help deter an enemy force from closing up to charge.

A common ratio for artillery would be 1 company (4-6 guns) per 8 infantry brigades (fractions rounded down). The later increase in Artillery meant that some armies, although by no means all, might achieve a ratio of one company per 6 infantry brigades. Artillery was not always available and at 2nd Rheinfelden Savelli had no artillery at all…

Finally, if the battle went badly the guns would probably be lost, and guns were very expensive to replace. There were some set-piece battles where **Heavy Artillery** (firing over 8lb shot; Demi-Culverins and heavier) had been emplaced for some time before the battle. For example, at Wittstock Hatzfeld had emplaced all of his guns facing the expected approach of the enemy. On such occasions you will have to decide how many batteries you are prepared to give an emplaced army.

Cavalry Units

Brigades

The major unit is the formed cavalry **'Brigade'** of 400-600 men. Like its infantry equivalent it usually represents a grouping from a number of regiments. Tactics could vary from unit to unit within an army. Two common tactical labels are 'Trotting' cavalry, that rides up and shoots before charging in, and 'Galloper' cavalry, which holds its fire until the melee is under way. Many armies appear to have used both types. The debate between shooting and charging would carry over into the next century.

In the early decades of the century some commanders, notably Tilly, used very large cavalry formations, of up to 1000 men. These '**Double Brigades**' were primarily trained to use their firearms at a distance before any attempt to charge to contact. There would be obvious command difficulties with manouvring such a large formation so there are some special notes for them in the various sections.

In most armies, the use of lance armed heavy cavalry had already ended. There were still a few units of elite gensdarmes in the French and Spanish armies but even these had disappeared by the 1630s. The light lance was still in common use in the light cavalry units of

Eastern Europe and so there are occasions when it is used. These were very useful against an enemy that was already disordered but would have been less useful in a head to head charge against pistol armed cavalry.

15mm

10mm

Companies

As the period progressed a group of 'Commanded Muskets' became a common element of cavalry wings. This practice was frequently used during the second half of the Thirty Years War. Musketeers drawn from the infantry regiments were posted between the cavalry squadrons to give them more firepower. This role is given to an infantry **Detachment** which forms part of the cavalry wing. It was difficult for infantry to keep up with charging cavalry and they could get left behind if the battle was moving rapidly. By the end of the century this type of formation had disappeared.

To give the cavalry more firepower **'Dragoons'** became an increasingly important type. They tended to be in small units, or sometimes a group of troops, numbering around 150-250 men. They became more numerous because, as a form of cavalry, they were cheap to raise. Their horses and training were generally inadequate for normal cavalry combat. They were more or less infantrymen on

horses, and often fought dismounted using infantry weapons and tactics. These units need two bases – one for each situation (mounted and dismounted). They were very useful for operating on the flanks to provide extra firepower to the cavalry. By the end of the century they had become an established feature of most European armies.

Dragoons

Croats

Groups of **Irregular Cavalry** from different areas, Croats, Cossacks, etc., were recruited by the Habsburg Empire and its allies. By the end of the Thirty Years War such troops are to be found on both sides. Polish units fought many enemies during the period; including France, Sweden, the Muscovites and the Ottoman Turks. At the beginning of a war the bands were often loosely organized and usually disbanded when the military campaign ended. They often took their pay in the form of plunder which gave them a fearsome reputation for cruelty.

They were often armed with light lances and some form of missile weapon, usually a firearm but sometimes a bow. The main purpose of these irregulars was to distract the opposing commanders by threatening the enemy flanks or attacking their camps whilst the battle was being fought. If the opportunity arose to pursue a fleeing enemy then they would be the best troops for the job.

3

Basing

	Width		**Depth**	
Higher Commanders	2 inches	(50mm)	2 inches	(50mm)
Wing Commanders	1 ½ inches	(40mm)	1 ½ inches	(40mm)
All Brigades	3 inches	(75mm)	1 ½ inches	(40mm)
Early Tercios & Double Brigades	3 inches	(75mm)	3 inches	(75mm)
All infantry companies	1 ½ inches	(40mm)	1 ½ inches	(40mm)
All Dragoon companies	1 ½ inches	(40mm)	1 ½ inches	(40mm)
Irregular cavalry companies	3 inches	(75mm)	3 inches	(75mm)

This is an important element in the feel of the game as the aim is to recreate 'bigger' battles. The preferred figure scale is between 6 and 15mm so that armies look the part.

The flexible base/figure combination allows players to use typical historic proportions of types, e.g. the pike to shot ratio is likely to be somewhere between 1:1 and 1:3. In 10mm scale we have used 27 figures per brigade base using a 1:2 pike to shot ratio. For a Tercio we have used 42 figures with a 2:3 ratio. To give a 'brigade' feel we have used three flags per base, each 'differenced' to reflect the various companies. For a Tercio we use up to five flags on a base. In all cases, officer figures, musicians, etc are dotted through the base.

It's difficult to get more than one rank of 10mm cavalry on a base so the important thing is to decide whether you like a line or a less regular, moving unit. In our 10mm armies we have found that 9 figures work well in either case. In the smaller scales you will find that you have more options.

The Early Tercio and Double Brigade bases require more figures to reflect the space needed for their typical tactics.

For all sub-units a more open, irregular approach works well to reflect the typical structure of such units.

We recommend that you put more figures on your Higher Command bases. This helps distinguish them from Wing Commanders. This helps speed up play as you will find it easier to identify your commands.

As an alternative you could use round or hexagonal bases for your commanders. It really depends on the look you want to achieve. As long as it's possible to identify the individual and his level then it really is your choice.

4

Troop Quality

It's usually difficult to gain accurate information about the state of a unit before a battle and performance on the day could be varied. As with the Commanders' Characteristics you should consider the historical performance as a guide to the ratings that you use. There are three levels of troop quality in these rules.

Raw

This reflects the state of many regiments during the period. There was a lot to learn before they could fight effectively and, to make matters worse, continual losses from sickness and desertion meant that regiments could lose half of their soldiers before any battle took place. Their places were often filled with levies from the local area or captured prisoners willing to change sides. Regiments that lack training, or are newly raised, are generally, but not always, raw.

An example of the way that some of these troops were led might be seen in one of Jacob Astley's letters from the Second Scots War in 1640 following the murder of one of their officers. Perhaps it's not surprising that the English lost.

> 'The dorsettsher men when they came to Selby they thought to do as they were wont but for disobedienties to their officers in the field as they were Musteringe I was fayne to tuck out one of them, and by the Common Vott of the Counsell of War we Harqubussed him in view of the Rest.'
>
> Jacob Astley

'Rabble' units are always considered to be Raw.

Some cavalry units may also be classed as raw. For example, those units lacking equipment or on poor quality mounts would not be able to perform as effectively. These problems can also affect properly trained troops. For example, Gallas ruined his cavalry as a result of failing to provide sufficient forage. An outbreak of glanders, a horse fever, will also reduce good cavalry to a useless mass. In these circumstances a rating of Raw is perfectly justifiable.

Trained

Regiments that have a core of experienced soldiers, and have been in existence for some time can reasonably be called Trained. Every country, and many cities, had militia units, or 'Trained Bands', that were supposed to have some basic training. For example, over 50% of Baden-Durlach's force of 6000 men came from its militia. The quality of this training was very varied. Those units that had engaged in their practice drills generally fared better when faced with actual combat.

In the English Civil War, generals sometimes found that militia units did not like to leave their home area and this restricted their strategic value. For example, in 1642 the Cornish Trained Bands refused to leave the county and limited the Royalist attack into neighbouring Devon. On the Parliamentarian side, Sir William Waller found the Sussex Trained Bands similarly unwilling to venture far beyond their county boundary. This gives players the option to rate such units as Trained when in the home area but Raw when used elsewhere.

Most so-called 'Cuirassier' regiments were a mix of armoured and less well-equipped troops. The improvement in firearms and the emphasis on manoeuvrability led to the standard cavalry equipment becoming a breastplate, a buff coat, and some form of firearm. This change did not mean a lower level of combat effectiveness.

A few units were raised that had a strong cadre of experienced officers and NCOs. These were fairly rare at the start of a conflict but became more numerous as experience was gained. It is reasonable to consider such units as Trained.

Veteran

Units that have seen battle on several occasions are not likely to be very numerous. They know that their experience will stand them in good stead when the time comes. Their numbers are limited because battles were not very frequent and they were as subject to losses from disease as their raw counterparts. It was difficult for commanders not to use these troops to their fullest value. For example, the original Cornish Army had a number of veteran units that were consumed in the Royalist attack on Bristol. The quality of the forces in the Southwest never recovered from those losses.

Early in the various wars a few cavalry units were completely composed of fully armoured troopers. These were often the most experienced units in an army and may reasonably be considered veterans. Over the period the use of full armour declined. New tactics evolved and equipment was generally lightened. Gustavus Adolphus' veteran Swedish cavalry reflected these developments and clearly demonstrated its superiority on a number of occasions.

A simple guide is that a unit that has been in the field for three years or more, and not destroyed at some point, may be classed as Veteran.

5

The Battlefield

Following the principle philosophy of IDV most battles will be fought over historical terrain. Many players use a 6' x 4' table (giving a scale field over a mile wide) which is large enough to cover most engagements in this period. It is possible to use a 4' x 4' table to recreate many smaller actions, such as Rheinfelden (1638) or Boldon Hill (1644).

The terrain for the majority of non-historical games can usually be organised by the players agreeing an acceptable terrain and then starting their game. Should you wish to be more random in your choice of battlefield then the Terrain Generator (p.28) reflects the typical features found on many battlefields.

Terrain

There are three basic types of terrain and their effects of terrain on movement and combat are dealt with in the relevant sections of the rules.

Linear obstacles include roads, streams, hedges (usually found along roads and defining enclosures), and walls. These need to be clearly identifiable on the table.

Difficult terrain includes the space inside enclosures, field fortifications, marshy ground/ponds, second levels of hills, buildings and woods. These need to be defined areas on the table with distinct edges that can be lined by defending units. It's best to have moveable trees, bushes, buildings, etc. Then you can be flexible about where in the area your units are placed.

A brief definition of types of difficult terrain is given below. When fighting historical battles players will obviously need to consider the spirit of the definitions rather than taking them as an absolute.

Impassable terrain includes rivers, lakes, cliffs, etc.

Hills	Although hills are very varied in shape, and you will use what you have in your terrain box, you should consider the following as a guide for the hills in this game. A hill needs a clearly defined edge. The total edge length for any level 1 hill should not be less than 20" or more than 40". Larger areas of hills can be made by placing two, or more, hills adjacent to each other. A level 2 hill is represented by a feature, with a total edge length of no more than 16", placed on top of a level 1 hill. A crest line is needed to help indicate when troops will be visible.
Woods	A wooded area needs a clearly defined edge and the total edge length for an individual wooded area should not exceed 24". Larger woods can be made by placing two, or more, wooded areas adjacent to each other.
Marshy area/ Ponds	These areas should be irregular, and may be shaped to align with your streams. The total edge length for any individual area should not exceed 16". Larger areas can be made by placing two, or more, areas adjacent to each other.
Stream/River	These are stretches of water at least 20ins long. This means that you should not just have a tiny stretch that cuts off a small corner of the battlefield.
Enclosures	An enclosure is represented by a set of four edges, either walls or hedges on a defined template. Each template has a capacity of one brigade/tercio or three sub-units. The template is 4ins long and 4ins wide. Larger areas can be made by placing two, or more, templates adjacent to each other.
Buildings	'Buildings' are shown as a defined template 4ins long and 4ins wide. Each template has a capacity of one brigade/tercio or three sub-units. A hamlet or farm complex is 1-2 templates A village is 3-6 templates A town is 7 or more templates
Fortifications	A hasty (field) fortification is represented by a fieldwork or wagons on one edge of a defined template. Each template covers the frontage of one brigade/tercio or two sub-units. The template is 4ins wide with a variable depth to suit your models. More significant fortifications, such as town walls, will require you to create customised features and are beyond the scope of these rules.

Terrain generator

Each Army Commander rolls a d6 for each type of terrain in the sequence below. The score indicates the number of pieces, or templates, that the player has to place. Both players should complete their placement of each type before rolling for the next type.

The pieces can be placed anywhere on the battlefield subject to the notes for each type below.

Sequence		**Die roll**					
		1	**2**	**3**	**4**	**5**	**6**
• **1**	**Streams**	0	0	0	20”	30”	40”
• **2**	**Marshes**	0	0	0	0	2	4
• **3**	**Hills**	0	1	2	3	4	5
• **4**	**Buildings**	0	0	1	2	2	3
• **5**	**Enclosures**	0	0	0	0	1	2
• **6**	**Woods**	0	1	2	3	4	5

Streams	A player needs up to 40” of stream pieces. These can be shared across different streams as long as the minimum length of any individual stream is at least 20 inches. A stream starts at any point on the table edge and may come to an end on the battlefield. Any individual stream may split at a junction to become two diverging streams; either or both of which may end on the battlefield (e.g. like the streams at Oldendorf). You may place one ford or bridge for each 30” of stream.
Marshes	Marshes must either be placed adjacent to a stream, like the Bach at Wimpfen, or at the table edge. Multiple features may be used to create large areas such as the Nidda marsh at Hochst.
Hills	Hills may be placed on any open space large enough to accommodate their shape. A hill may be placed under the end of a stream, either at the table edge or on the battlefield. A stream cannot go through the hill’s crestline.
Buildings	Buildings may be placed on any open space, including on a hill, large enough to accommodate the template(s).
Enclosures	Enclosures may be placed on any open space large enough to accommodate the template.
Woods	Woods may be placed on any open space large enough to accommodate the template. They may be placed on hills or over streams. Multiple features may be used to create larger areas such as Cheriton Wood.

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Deployment

Historically, commanders tended to favour one of the several tactical systems in use during the period. Early Imperialist armies, such as those of the Catholic League, tended to favour a system similar to the famous Spanish Tercios. In turn this was challenged by a modified Dutch system. Several armies imitated the Swedish system hoping to repeat its success; whilst others adapted it to become a German system! Throughout the century whatever system was used the lack of well-trained troops usually meant that sophisticated manoeuvres were unlikely once the two sides had deployed. A sound plan was critical.

Scouting (optional rule)

The main purpose of scouting is to avoid being caught unawares but it was not a developed art in this period. Armies sometimes appeared to be surprised by the presence of their enemies. It was possible to locate the opposition but, compared with the light cavalry of later eras there was little effective intelligence gathering. Scouting in IDV represents the cavalry screen around the army and an army short on cavalry is obviously vulnerable.

Add up the number of cavalry brigades and mounted sub-units in your army; divide this by two (rounding down). Deduct 1 if your General is a Politico or add 1 if your General is Experienced (see General Characteristics in the Army List section of the rules). This number is your army's scouting score which may be important for your deployment.

Battlefield Deployment

IDV is designed with historical battles in mind. If you are playing without clear historical deployments, or for an entertaining points game, then deployment can be handled as follows.

Both Commanders roll a d6, deducting 1 if your General is a Politico or adding 1 if your General is Experienced, and compare the scores. The lower scorer places his first wing. Then the higher scorer places his first wing. This sequence continues until both sides have placed all of their wings. If one army is larger than the other follow this process until the smaller army has placed all of its wings and then the larger force places its remaining wings.

If you are using the Scouting option both sides complete their deployment as normal. If there is a Scouting Difference then the side with the higher scouting score rolls a D6. It may then re-deploy a number of brigades equal to the die roll.

Visibility

IDV uses the normal practice of Line of Sight (LOS). Given that the distances involved were usually small; if a line of sight can be traced between two units then they can see each other.

The only times when this basic rule does not apply are:

In wooded areas visibility is limited to 5ins; this distance represents a degree of scouting ahead rather than actual contact. As soon as a moving unit spots an enemy brigade, or multiple sub-units, it must stop moving for that turn. This represents its commanders organising the next stage of their approach to the enemy. Once the enemy is spotted it remains in sight until it moves more than 5ins away. Units may continue to move if the 'spotted' enemy is only a single sub-unit.

In some scenarios players may wish to designate a company as **'Ambushers'** hidden in a terrain feature. In such cases they should be marked on a map prior to the start of the game. Such sub-units remain invisible until they move, fire or are spotted by enemy moving in the terrain feature.

As long as the Ambusher remains stationary in the terrain feature it receives a saving throw in any combat as the key benefit of being initially hidden.

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Events

In many battles, events occurred that were beyond the control of the commanders. Sometimes these created favourable opportunities, such as when Porter's force, despite attempts to stop him, managed to join Prince Rupert in his mission to relieve Newark. Sometimes the outcome was less happy, such as the 3 regiments of Torstensson's cavalry that were ambushed by Croats and lost over 200 men. These Events add a degree of uncertainty to your battles. They are not so critical as to make the battle one-sided but you will find that your challenges are heightened by this rule. Some Events might happen before the battle commences and some may occur during the game.

Both Army Commanders roll a D10 at the start of the game. An even score means that 'Nothing happens'. An odd score means that there is an Event (or two as both players could roll odd scores). Roll the D10 again and refer to the Events table to see what happens. If the Event is one that happens before the battle then apply it immediately. If the Event is one that happens during the battle then make a note and keep it at the table edge to remind you to use it at an advantageous moment.

Feel free to change or add new Events to suit your preferences or known events from historical actions.

1	**Explosion in the budge barrel!** The owning player rolls a d6 each turn and on the first score of 6 randomly identifies an infantry brigade in the opposing army. It takes an immediate disorder and any attached commanders roll a wound test (p.).
2	**Town is closed.** The local town is reluctant to provide food and quarters for your army. The inhabitants feel that they don't have sufficient for their own needs and those of two armies. To be fair they are not favouring anyone. At the start of the battle roll a d6 for each of your Trained units – a score of 1 means that you reduce its troop quality to Raw, as a result of lack of provisions.
3	**You beat up the enemy's quarters!** At the start of the battle inform your opponent; who then removes two cavalry brigades of his choice to chase after the raiders.
4	**Fast mover.** This allows the owning player to declare one of his wings to be the next wing to move. At some point in the battle, **before** turning the next card in the wing deck, inform your opponent and identify which of your wings is to move next. Once the wing has completed its turn play resumes using the deck as usual. When the card for the chosen wing is actually turned it is placed at the bottom of the deck and play moves to the next card.
5	**Settled in nicely.** At the start of the battle place two redoubts, each of 4" frontage, anywhere in your deployment area. (If you are fighting an encounter battle then ignore this event)
6	**He's here! He's here!** At the start of the battle appoint one of your commanders to be a hero at no points cost.
7	**Welcome Dear Friends!** Just before the start of the battle a neighbouring commander sends you a wing of troops. Roll a d6 - a score of 1 - 4 = 3 units of infantry; 5 or 6 = 3 units of cavalry. Roll for each unit's quality - a score of 1-2 = Raw; 3-6 = Trained. Roll for the wing commander's characteristics as normal.
8	**Slow start?** This allows the owning player to choose one of his opponent's wings to be the last wing to move in a turn. At some point in the battle, **before** the start of a turn, he informs his opponent and identifies the wing to be delayed. When the card for that wing is actually turned it is placed at the bottom of the deck and play moves to the next card. Of course, it may be the last Wing in any case and in this case the Event has no effect.
9	**Is it really summer?** Of course; and it's raining for d6 turns! **All shooting** hits, for both sides, receive an additional saving throw while it's raining.
10	**'Tis the Devil's work!** You are blessed with good luck. Play this card once at any time during the game. One failed die roll may be rolled again, and the second result must be applied.

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Disorder

On occasions the rules require a Disorder Test to be taken. This mechanism recognises that units become progressively weaker as disorder sets in. There are four basic states within the rules:

Sound	No counters	The normal state for a unit.
Disordered	***yellow counter***	Some loss of control but usually recoverable.
Disrupted	***red counter***	Serious loss of control and difficult to deal with.
Routed	***red and yellow***	There is no control!

Each failed test moves the unit toward the bottom of this list.

(And its probable destruction!)

A unit that passes the test continues as normal with no adverse effect from testing.

Procedure

Roll a d6, and make any appropriate adjustments. All factors are cumulative; e.g. a sound enemy brigade behind flank (-1) within 8" (-1) gives an overall modifier of - 2.

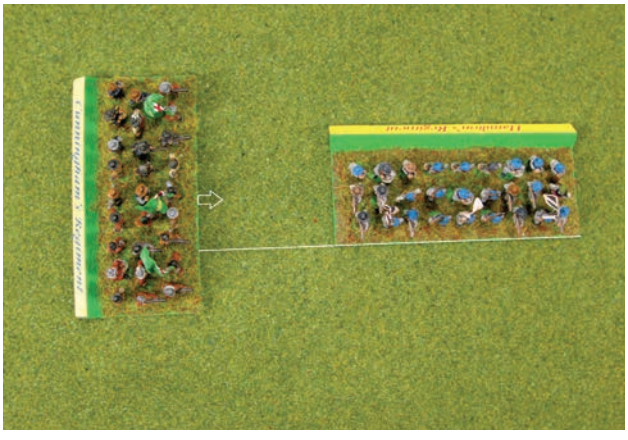
If the modified score is 4 or more then the unit passes its test.

		Early Tercios & Double Brigades
Raw	0	+ 1
Trained	+ 1	+ 2
Veterans	+ 2	
Defending linear obstacle, or uphill of attacking enemy	+ 1	
Under Hold orders	+ 1	
Attacking enemy flank	+ 1	
Sound friendly brigade, or Tercio, **on one flank**	+ 1	
Sound friendly brigades, or Tercios, **on both flanks**	+ 1	
Wing Commander attached	+ 1	
No enemy unit within 24”	+ 1	
Higher Commander attached	+ 2	
Attacking enemy rear	+ 2	
In buildings or behind fortifications	+ 2	
Rabble	- 1	
Brigade in Difficult Terrain	- 1	
Within 8ins of sound enemy brigade	- 1	
Disordered	- 1	- 2
Disrupted	- 2	- 3
Routed	- 3	- 4
Under artillery fire	- 1	
Enemy brigade behind flank within 8ins	- 1	
Attacked in the flank or rear	- 2	- 1

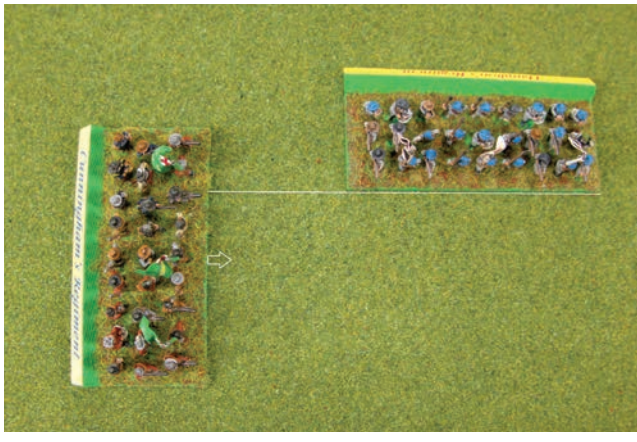
Flank Attacks

A flank attack is one that **starts with** the centre of the front edge of the attacker's base behind a line extended across the front edge of the defender's base.

✓ Flank Attack



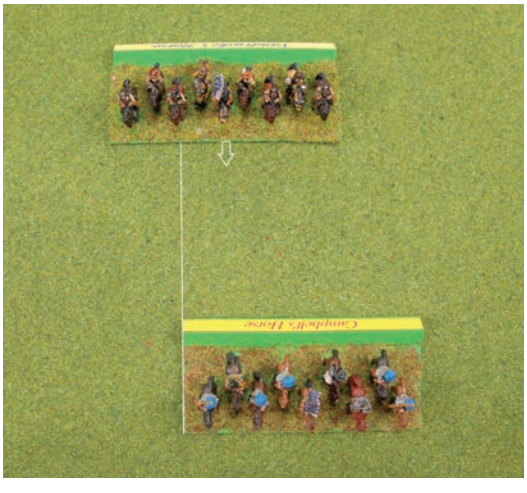
***X* Not a Flank Attack**



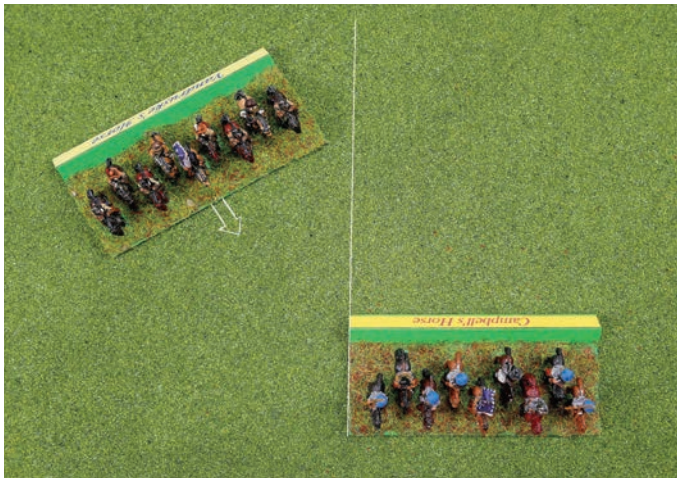
Rear Attacks

A rear attack is one that **starts with** the centre of the front edge of the attacker's base directly behind the defender and inside a line extended directly from the front corner of the defender's base.

✓ Rear Attack



***X* Not a Rear Attack**



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Sequence of Play

Both players use the following phase sequence for each turn:

1	**Orders**	Both Army Commanders issue orders to all Wings in their armies. Place the selected order face down next to the Wing Commander.
2	**Movement**	At the start of the turn, shuffle the Wing Commanders' cards (see p.12) and place them face down in a deck. Turn over the top card and move this wing's units in accord with its orders. **A unit must complete its actions or decline to act before any other unit in the Wing is moved.** When all of the wing's units have taken their actions turn the next card in the deck. Repeat the sequence until all wings, **on both sides**, have completed their turns.
3	**Combat**	Roll a D6 and then resolve any combats in the sequence chosen by the higher scoring player. All units, **on both sides**, may conduct shooting. This is considered a simultaneous activity. When all shooting has completed move on to melees. A unit testing for Impetuous Pursuit tests immediately **and before** any other melee combat is resolved.

Once all Wings have completed the above phases then both players carry out the following checks to see how their armies are coping with the strain of battle.

1	**Reform**	Both sides may try to reform any of their units that are in command **and** not within 4" of the enemy.
2	**Fatigue**	Both sides test for Fatigue in any of their Wings that contains a unit that is routed, destroyed, or has left the battlefield, during this turn.
3	**General Will**	Army Commanders with a Wing suffering from Fatigue, or if the AC is lost, must test to see if their army will carry on fighting. This may apply to both sides simultaneously.
4	**Replace commanders**	Replace commanders as needed due to capture, wounds, death, or Shameful Conduct.
5	**Commanders move**	Any commanders may be moved.

If the battle has not ended then the players start the next turn.

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Orders

Any units within 6” of their own Commander, or a Higher Commander, are considered to be under command. A Wing may be given one of the following orders:

Hold	At least half of the units in the Wing must remain in their current position. No unit in the Wing may be moved nearer to known enemy than the current nearest unit in the Wing. That means that a leading unit may be joined by its friends but they may not close with the enemy. Behind this 'frontline' the units of the Wing may be moved without problem but they may not end their move more than 12ins from the Wing Commander.
Attack	This order is needed to close up to the enemy. At least half of the units in the Wing must move nearer to known enemy positions.
Withdraw	At least half of the units in the Wing must be moved away from any known enemy.

Out of Command

Units more than 6ins away from their Wing Commander, or Higher Command, may not move toward any enemy but may move away from any visible enemy units within 12".

If the Wing Commander is off-table for some reason (perhaps fleeing or dead), and no Higher Commander is within 6ins, then the Wing may still function but not as reliably as if he was in control. Roll a d6 and consult the following table:

Deduct 1 if the Wing is Fatigued deduct 2 if the Wing is Exhausted

Attempted order	**Quality of the majority of the units in the wing**		
	Raw	**Trained**	**Veteran**
Hold	1 or 2 Withdraw 3 - 6 Hold	1 Withdraw 2 - 6 Hold	1 - 6 Hold
Attack	1 Withdraw 2 - 4 Hold 5 or 6 Attack	1 - 2 Hold 3 - 6 Attack	1 - 3 Hold 4 - 6 Attack
Withdraw	1 - 6 Withdraw	1 - 5 Withdraw 6 Hold	1 - 4 Withdraw 5 or 6 Hold

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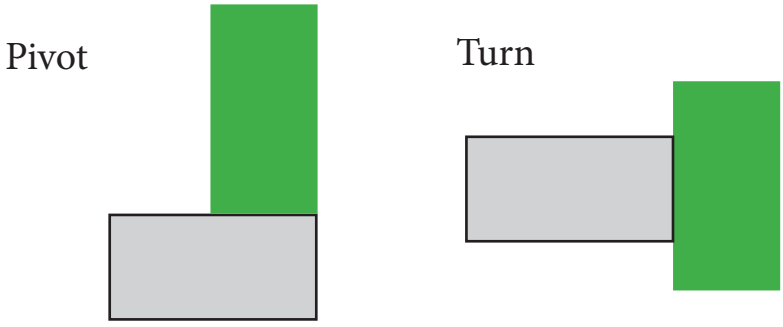
Movement

	Normal	**March Column**	**Difficult Terrain**
Early Tercios	10 ins	15 ins	5 ins
Infantry brigades	12 ins	18 ins	6 ins
Irregular infantry	12 ins	18 ins	8 ins
Detachments	12 ins	18 ins	8 ins
Rabble	10 ins	n/a	5 ins **and disorder**
Infantry guns	10 ins	n/a	3 ins **and disorder**
Field Artillery	6 ins	n/a	n/a
Heavy Artillery	2 ins	n/a	n/a
Cavalry Brigade	18 ins	27 ins	8 ins **and disorder**
Double Brigade	16 ins	24 ins	6 ins **and disorder**
Irregular cavalry	24 ins	36 ins	8 ins
Commanders	24 ins	n/a	12 ins

Changing a unit's facing

A unit may change facing by pivoting up to 90 degrees on one of its front corners. Alternatively, it may turn 90 degrees with its new facing based on the centre of one end of its current position. The movement costs are the same.



The following table shows the movement costs for changing facing by up to 90 degrees.

Full move	**Half move**	**Free**
Tercios	Infantry Brigades	Infantry companies
Double Cavalry Brigade	Cavalry Brigades	Cavalry companies
Field Artillery - deployed	Infantry guns	Commanders
	Field Artillery - limbered	

To turn around (i.e. change facing by 180 degrees) is a simple manoeuvre and it usually takes little time for units to conduct; with the exception of Rabble units and Artillery.

A Rabble takes half a move to turn around (i.e. 180 degrees) but a full move to pivot or turn through 90 degrees.

Infantry Guns and Field Artillery, both limbered and deployed, take a full move to turn through 180 degrees.

Deploying artillery

Deploying Infantry Guns takes half a move and the unit may fire in the immediately following combat phase. Limbering Infantry Guns before moving takes half a move.

Deploying Field Artillery takes a full move without moving and the unit may fire in the immediately following combat phase. Limbering Field Artillery before moving takes a full move.

Deploying Heavy artillery takes a full move and it may not fire in the immediately following combat phase.

Deployed Heavy artillery units may not be moved for the remainder of the battle. This means that they may not pivot or turn.

Interpenetration

Interpenetrating units move at half speed and the moving unit must have sufficient remaining movement to be able to clearly pass through the stationary unit otherwise the interpenetration does not take place.

A brigade/Tercio may pass through a **stationary** brigade/Tercio but the stationary unit must not move, either before or after the interpenetration, in that movement phase. You will need to identify any brigade/tercio that has been moved through in this way.

Any interpenetrating movement involving a moving Tercio, or a moving Double Brigade, causes automatic disorder to both units.

A brigade may move through a company, and a company may move through a brigade or Tercio, without penalty.

Interpenetration caused by the results of combat is dealt with under **Retreats** (see p.59).

March Columns

March Columns are a means of manoeuvring more easily across the battlefield before deploying for combat. Use the March Column movement rates when in this formation. Units in March Column have a lowered combat capability.

A March Column takes a complete turn to form (although units may start a battle in this formation). It takes a full move to deploy into a combat formation.

A unit in March Column is shown by an extra base, of the same size as the unit, which is placed behind the original base.

The extra base has no value except as a formation marker. It is not a combat formation and it does not have any Shooting or Melee value. A unit moving in a March Column is, however, more vulnerable and if either base is attacked the unit counts as being attacked in the flank, with the increased chance of disorder.

Movement and terrain

Linear obstacles include streams, hedges (usually found along roads and defining enclosures), and walls. These need to be clearly identified on the table. A unit that has paid the movement cost to cross an obstacle is assumed to have the whole of its front edge completely over the obstacle. Although the features usually have two sides you only pay the cost to cross once.

To benefit from the defensive value of a linear obstacle a unit must have the majority of the front of its base behind the obstacle; it is assumed that the troops will conform to the shape of the obstacle.

Movement costs to cross linear obstacles		
Full move	**Half move**	**May not cross**
Tercios	**Commanders**	**Rabble** except at marked crossing points.
Infantry brigades	**Cavalry companies**	**Artillery** except at marked crossing points.
Infantry Guns	**Infantry companies**	
Double Brigades		
Cavalry brigades		
Artillery when crossing at marked crossing points.		
Rabble when crossing at marked crossing points.		

Difficult terrain includes bridges, fords, the space inside enclosures, boggy ground/ponds, second levels of hills, buildings and woods. It's best to have moveable trees, bushes, buildings, etc. Then you can be flexible as to where in the area your units are placed.

Units in March Column are not affected by Difficult Terrain but do pay any penalties for Linear Obstacles.

Impassable terrain includes deep rivers, lakes, cliffs, etc. No movement permitted.

Movement in the 'combat zone'

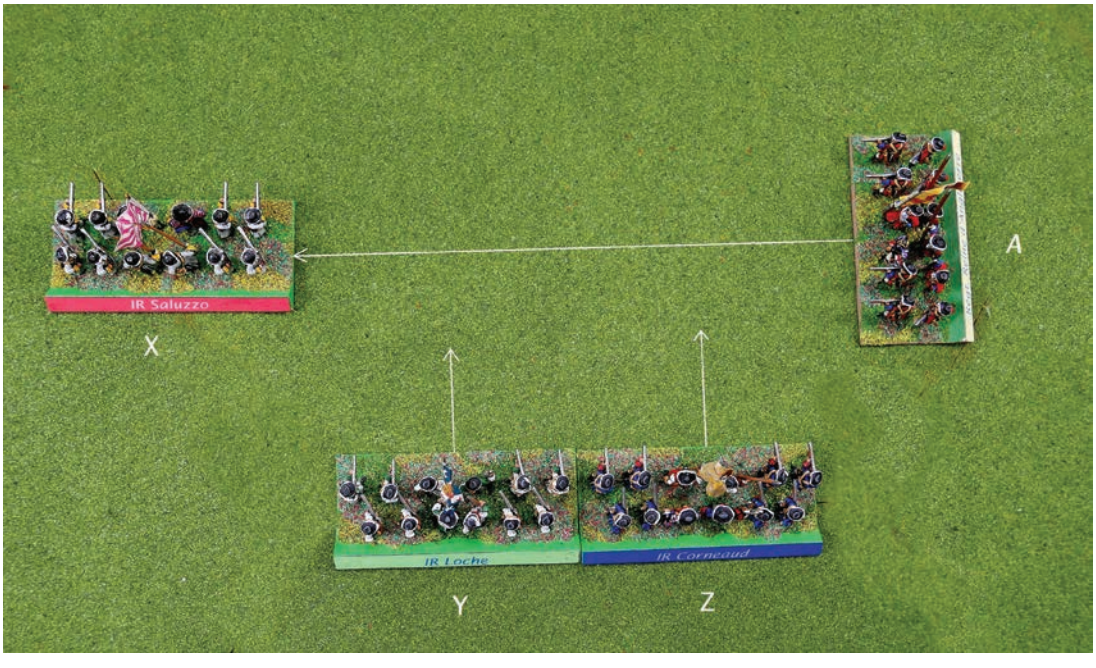
There is a 3ins 'combat zone' directly in front of each unit. Any unit attempting to cross within 3ins of the front of any **sound** enemy brigade, including attempts to move into contact, may fail to complete its move in the way that the commander intended. It will need to

check to see if the proposed move is successful. A unit that is only changing its facing, with no further movement, does not need to take this test.

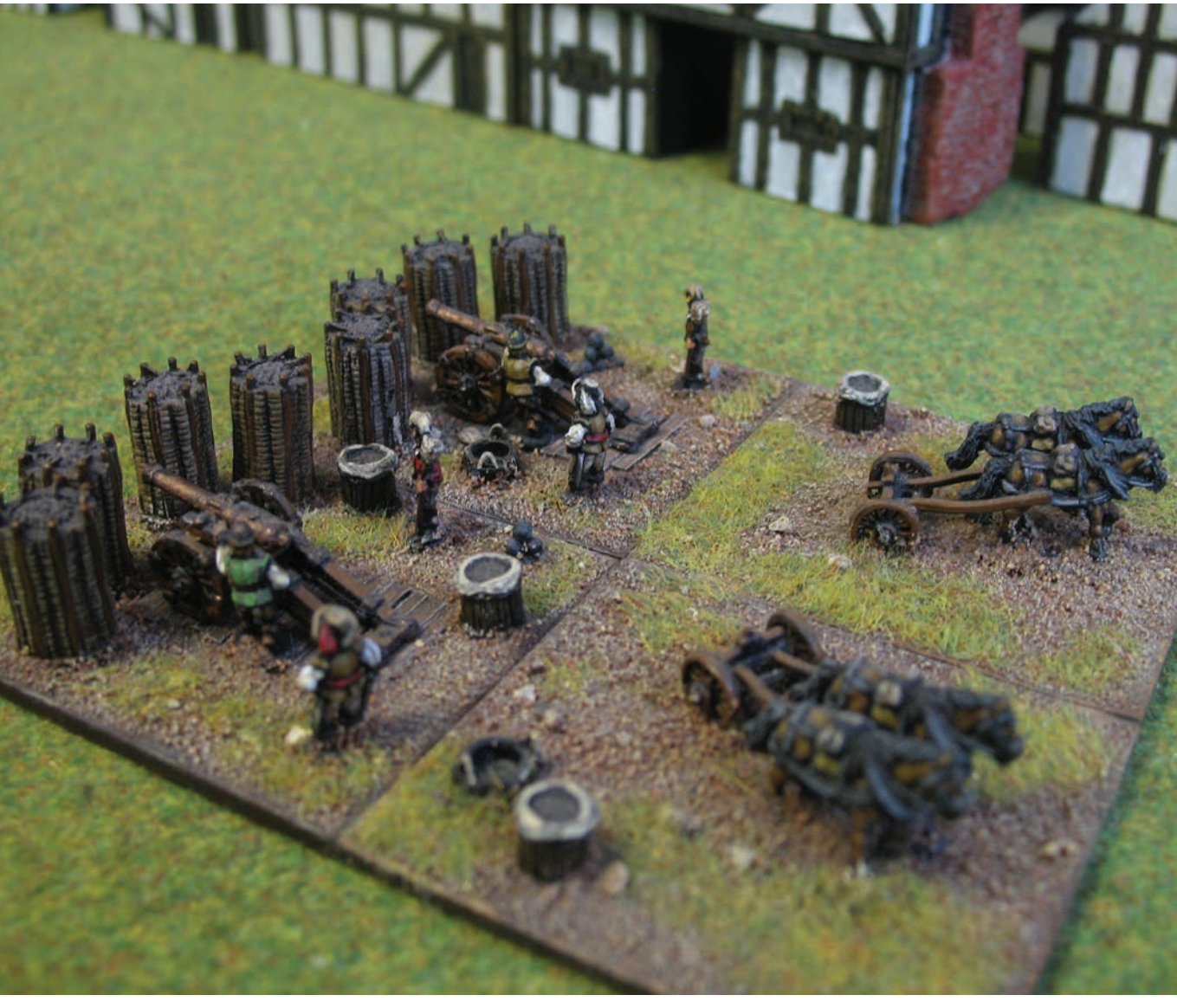
The moving unit takes a Disorder Test (p.35) with the major difference that **if it fails this test it does not become disordered;** the failed result means it may not move closer than 3ins to any visible enemy unit. If the tester was already nearer than 3ins before starting its move then if it fails its test it simply remains in position. A failed unit may change its facing.

Units attempting to cross the front of several enemy units test as they enter each enemy unit's 'combat zone' (see diagram below).

Example



In this example **A** takes a test when attempting to cross in front of ***Z*** and if successful carries on. It will then take a test as it tries to cross in front of unit ***Y***. If successful it carries on to contact the target unit ***X*** in the flank.



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Combat

During the Combat phase any eligible units, of both sides, may conduct shooting then resolve any melee combat.

The two army commanders roll a d6, deducting 1 for a Politico and adding 1 for an Experienced commander. They resolve shooting and melee combats in the sequence chosen by the higher scoring player. The Results of an individual combat are applied immediately before moving on to the next combat.

Combat process

Each unit has a number of d6 rolls for combat, adding or subtracting dice according to the modifiers table.

Both sides roll their combat dice and discard any scores below 4. The remaining dice are possible hits.

Combat dice - number of d6 rolled

	Range	Shooting	Melee
Infantry detachments, dismounted dragoons	3 ins	1	1
Irregular infantry	3 ins	1	2
'Rabble' infantry and March Columns	-	-	1
Early Tercio	3 ins	2	3*
Infantry brigades	3 ins	2#	2*
Cavalry brigades	2 ins	1	3
Double brigades	2 ins	2	2
Dragoons (mounted)	2 ins	1	1
Irregular cavalry	2 ins	1	1
Infantry guns (up to 2lb shot)	6 ins	1	-
Field Artillery (2 - 4lb shot)	12 ins	1	-
Heavy Artillery (over 4lb shot)	24 ins	1	-

Modifiers to the number of d6 rolled

Unit attacking enemy flank or rear	+ 1 in all combats
* Infantry with pike	+ 1 in Melee against mounted
# Veteran infantry volley fire	+ 1 in Shooting if not disordered.
Veteran cavalry (not dragoons)	+ 1 in Melee
Lance armed cavalry	+ 1 in Melee if enemy not sound
Unit disrupted	- 1 in all combats
Company in March Column	- 1 in all combats
Brigade/Tercio in March Column	- 2 in all combats
Unit routed	- 2 in all combats

Saving Throws

The table below shows the number of saving throws and modifiers (all modifiers are cumulative). The unit then rolls this number of d6 in an attempt to save itself from the hit(s) inflicted. Each roll of 4 or more saves a single hit.

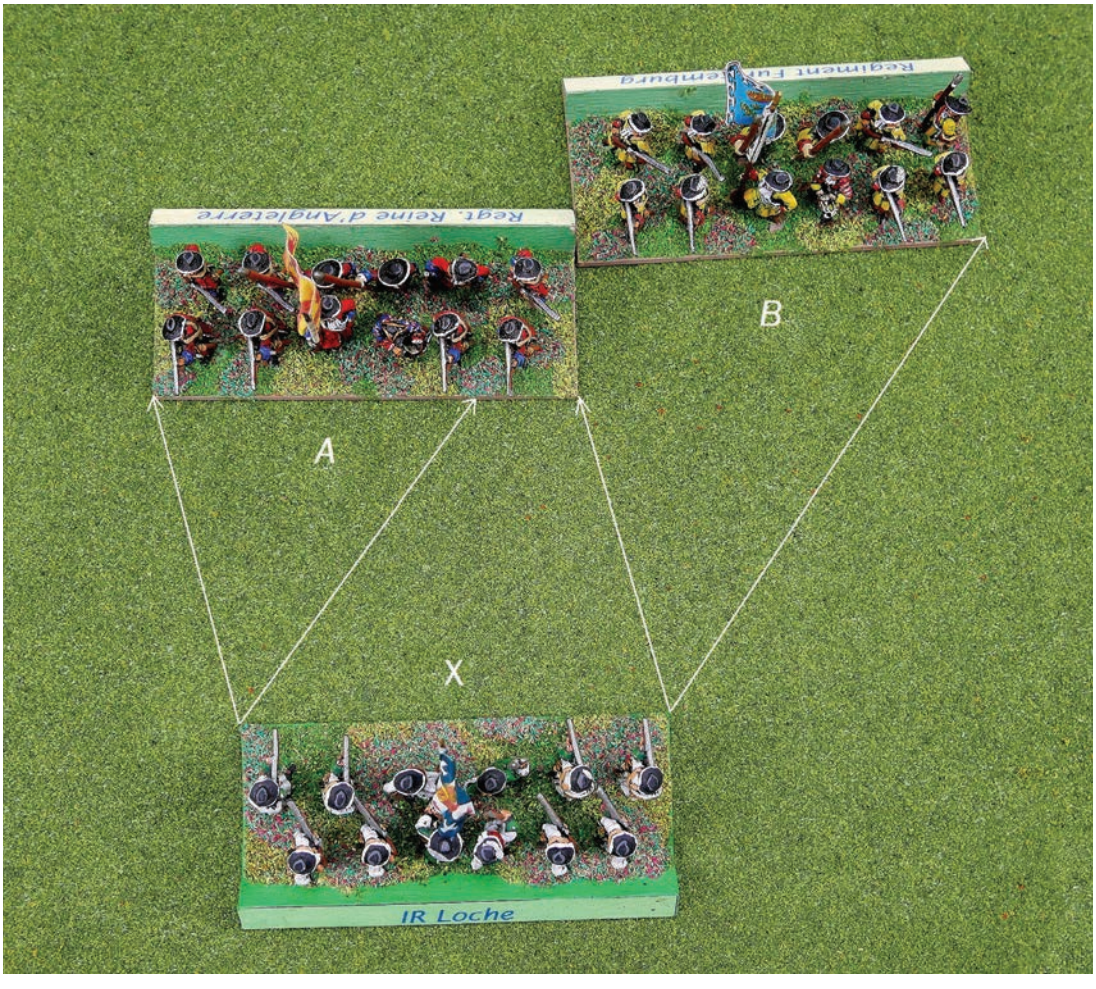
All companies	1 saving dice
Brigades and Double Brigades	2 saving dice
Early Tercios	3 saving dice
Veteran units	+ 1 saving dice
Hit caused by Raw, Disordered or Disrupted troops	+ 1 saving die
Fully armoured cavalry (Cuirassiers, lobsters, etc) in melee	+ 1 saving die
Unit is uphill from attacking enemy (shooting hits only)	+ 1 saving die
In buildings, fortifications, or cover, such as a hedge or in a wood	+ 1 saving die
Hit caused by close range shooting (within 1 inch)	- 1 saving die
Hit caused by close range artillery fire (within 3 ins)	- 1 saving die
Unit is disordered	- 1 saving die
Unit is disrupted	- 2 saving dice
Unit attacked in flank	- 1 saving die
Unit attacked in rear	- 2 saving dice

Firing Lanes

A unit has a 45-degree arc of fire measured from the front corner of its base.

A unit may not shoot through any other unit, or through blocking terrain.

There must be a 'firing lane' equal to the full width of the unit for it to fire at its target. In the example below, X can fire at *A* but not at *B* because the firing lane to *B* would go through *A*.



Shooting Results

A unit may fire at any unit within its range and to which it has a Firing Lane. All firing is considered to be simultaneous.

If a firing unit is being charged then the firing is assumed to take place at a range of 1".

In a shooting combat between two individual units, calculate the basic number of d6 you have for your unit, modifying as necessary. Roll for Hits and Saves, and compare the unsaved hits with the results table below.

In a multiple unit combat, after taking any saving throws, the resulting hits from all firing attacks on a single target are added together before consulting the results table (see the Combat Example below on p.56).

1 hit	Sound units become Disordered (yellow counter).
	Disordered units become Disrupted (red counter).
	Disrupted units take a Disorder Test; if the unit fails then it is routed (red and yellow counters), and immediately moved a full move away from the source of the firing (facing away from the shooter). If it passes then it recoils 4ins away from the shooter (facing towards the shooter).
2 hits	Sound units become Disrupted (red counter).
	Disordered units become Disrupted and Recoil 4ins from the shooter (facing towards the shooter).
	Disrupted units are routed.
3 hits	Sound units become Disrupted and Recoil 4ins from the shooter (facing the shooter).
	If the target was already disordered, or disrupted, then it is routed.
4 or more hits	Sound units are routed.
	If the target was already disordered, or disrupted, then it is destroyed and after making its rout move it is removed from the battle.

A routed company is removed from the battle after making its rout move.

Melee Results

In a melee between two individual units, calculate the number of d6 for each unit, modifying as necessary. Roll for Hits and Saves, and record the unsaved hits by placing a small d6 with the unit. Compare the number of hits scored by each side. The side taking the higher number of unsaved hits is the loser. If the scores are equal then the result is a stand-off. Consult the table below for the various effects.

In a multiple unit melee, a unit must share its d6 as evenly as possible across the contacted enemy units. There may be occasions when 1 or

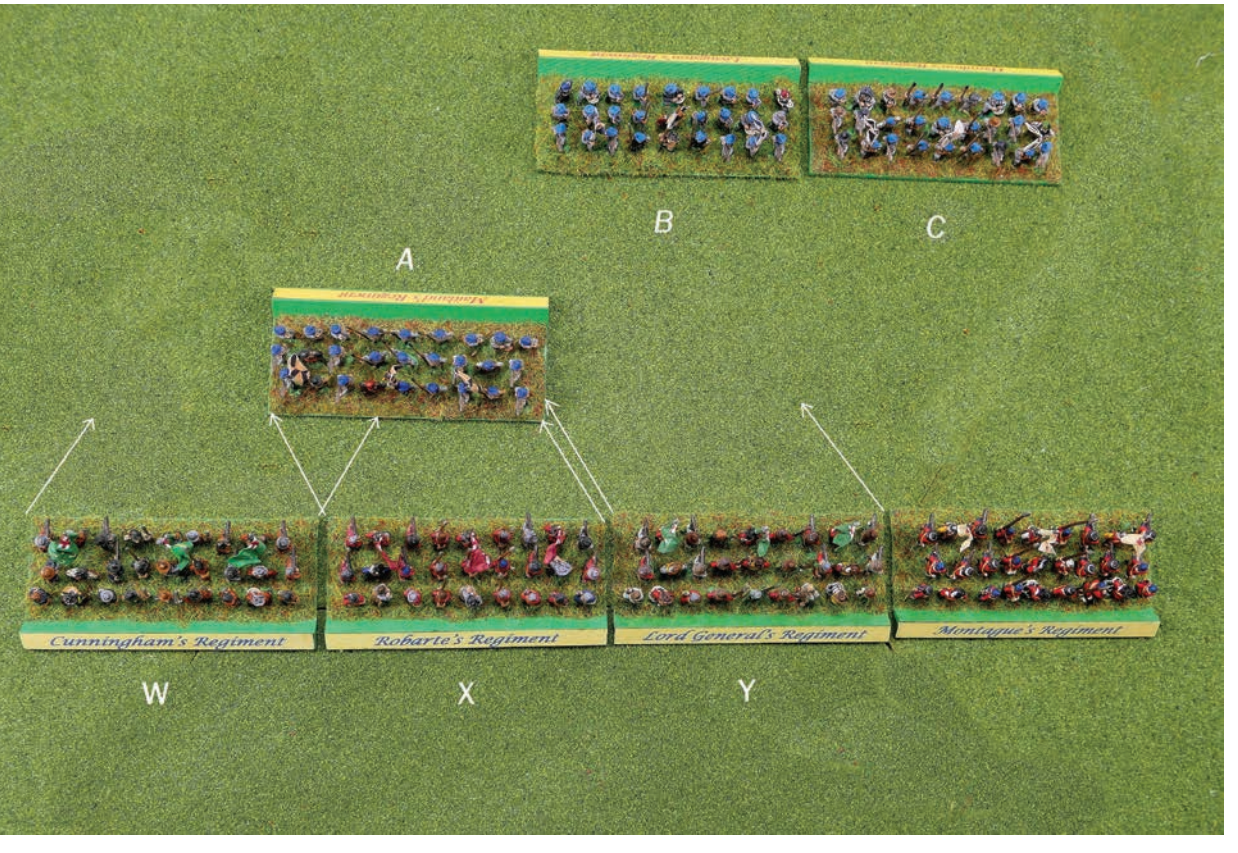
2 dice remain unallocated. In this case the owning player decides how the spare dice are allocated. The resulting hits, after taking any saving throws, from all attacks on a single target are added together before comparing the hits scored by each side. Compare the difference between the hits scored on the results table below. The results are immediately applied to the loser's unit(s). It is important to note that the same hit difference can have different effects, e.g. a loss of 2 would rout a disordered unit, but would only disrupt a sound unit.

Outcome	Effect on the loser
Scores are equal = Stand-off.	
Infantry v Infantry and Cavalry v Cavalry Infantry v Cavalry	- Both units remain engaged into the next turn. - The cavalry may attempt to 'break off' (see below), or remain engaged.
Scores differ by one hit = Recoil. Loser is moved 4ins backwards (facing towards the enemy).	
One attacking unit may advance into the vacated ground and make a facing change.	Sound units become Disordered (yellow). Disordered units become Disrupted (red). Disrupted units become Routed (red and yellow) and make a rout move.
Scores differ by two hits = Rout. The Loser makes a rout move.	
After the loser's rout move the winner tests for Impetuous Pursuit. One of the winner's units that did not declare an Impetuous Pursuit (see below) may advance into the vacated ground and make a facing change.	Sound or Disordered units become Routed and make a rout move. Disrupted units become Routed and make a rout move. It then takes a Disorder Test; if it fails this test it is removed from the battlefield.
Scores differ by three or more = Destruction.	
After the loser's rout move the winner tests for Impetuous Pursuit. One of the winner's units that did not declare an Impetuous Pursuit (see below) may advance into the vacated ground and make a facing change.	The losing unit makes a rout move and is then removed from the field (also see Impetuous Pursuit below).

Combat example

Cohesion played an important part in a successful attack and having units attack too early, or not quickly enough, may be critical. Bard's rash attack at Cheriton committed the other Royalist units to follow in support, but they were too late to save him. He lost an arm and his brigade was mauled. It had been 450-500 strong at the start of the day but a few days later it mustered less than 200 men.

The following example shows the importance of supporting units to distract the enemy's fire. In the diagram W, X and Y all have firing lanes to *A* because the supporting units (*B* and *C*) have dropped behind and do not block the enemy's fire. *A* has misplaced his attack and now faces two enemy units in melee. The value of an accurate attack should not be underestimated as the results of melee combat are uncertain.



Veteran brigade *A* charges in; Trained units W, X and Y fire on it at a range of 1". The three units get 6 shooting dice rolling 2, 3, 3, 3, 5, 6, scoring two possible hits. The attacking brigade is veteran so has 3 shooting dice. He decides that 2 should go against X. He rolls 3 and 6 for one possible hit. He then rolls a 1 against W and misses.

A has 2 saving throws (2 for the brigade, +1 for veteran, -1 for close range), he rolls 1 and 4 saving a hit which means the brigade is now Disordered (overall 1 hit received). X has just one saving throw (2 for the brigade, -1 for close range) and rolls a 2, so also receives 1 hit and becomes Disordered.

As *A* hasn't been forced back it continues on to contact W and X. *A* has to split its melee dice between the two enemy units (1 each). Unfortunately, it rolls 1 and 3 so no hits. X attacks and rolls 3 and 4, for one possible hit. W attacks, rolling 1 and 6 for another possible hit. *A* has 3 saves (2 for the brigade, +1 for veteran, +1 for a hit caused by Disordered enemy, -1 for being Disordered). Disaster strikes as *A* rolls 1, 1, 2, so not saving at all and losing the melee.

The difference between the hits scored and hits taken is 2 so the already Disordered brigade is Routed. It immediately makes a Rout move away. Both W and X now test for Impetuous Pursuit.

Cavalry 'break off'

When a **sound** cavalry unit has a Stand-Off result from its melee with an infantry unit it may try to get away rather than risk being caught up in another round of combat. Roll a d6, adding 1 for a Veteran unit and deducting 1 for a Raw unit.

An adjusted score of 3 or more allows the cavalry unit to move back up to 8" facing the enemy. An adjusted score of 1 or 2 means it stays in contact with the infantry. An adjusted score of 0 gives the unit a disorder marker and it stays in contact with the infantry.

Artillery in Melee

An artillery unit that loses a melee is automatically destroyed because the gunners, being relatively few in number, usually dispersed rapidly when things start to go wrong.

The guns remain on the battlefield to be gathered up by the eventual victor.

Risk to Commanders and Generals

A commander attached to a unit to bolster its morale obviously runs a higher risk of being wounded or captured than one directing from the rear. If a unit with a commander attached suffers any casualties then roll a d6 for each Hit, adding 1 to the scores if the commander is a Hero. He is hit on a 6. One hit and he is wounded but stays on the field. If he receives multiple shooting hits he is dead. Immediately remove his base. If he receives multiple melee hits - two hits he is captured; three or more hits and he is dead. Immediately remove his base.

The Wing that the unfortunate officer was attached to takes a Fatigue Test at the end of the game turn. If he was an Army Commander then the army takes a General Will test at the end of the turn.

Assuming that the death of the commander does not end the battle then the commander is replaced.

- Wing commanders - the replacement base appears in the centre of the Wing at the end of the next game turn.
- Higher commanders - the replacement base appears in the centre of the Army at the end of two game turns after he was removed.

Roll for the new commander's characteristics (p.13); with one small difference. A replacement commander will never be a Hero because he probably knows why he is taking command!

13

Retreats

A recoiling, or routing, unit must move directly away from the enemy unit that caused its retreat. It may pass between enemy brigades as long as there is a 5-inch gap between the enemy units. If there is not enough space then the retreating unit is eliminated (considered captured).

It may only vary its direction to avoid contact with enemy brigades, difficult or impassable terrain. A retreating brigade can ignore most enemy sub-units, such as Rabble, detachments, etc. These units are simply moved to the side of the retreat path. The exception is Artillery which does not move. If the retreating unit ends its move on a gun base then it must move further so as to clear the gun base. As a result, it may end up in front of the enemy's guns - Ooops!

- **Recoiling units must attempt to move the full distance of the recoil, even if this forces the unit into difficult terrain (woods, buildings, etc). They use the 'Normal' move rates and costs with some adjustments:**
- A unit forced to recoil across a linear obstacle, or a bridge, immediately adds a level of disorder on contact with the terrain. The unit then stops on the other side of the feature.
- A unit forced to recoil into difficult terrain immediately adds a level of disorder, and stops when wholly in the terrain.
- Units may not recoil across or through impassable terrain (such as a river). If there is no alternative path a recoiling unit stops on contact with the feature and adds a level of disorder. If, as a result of this additional disorder, its status

changes to routed it is eliminated (the further disruption causes it to break down beyond recall).

- **<u>Routing units</u> use the 'March Column' move rates but do not change their formation. They must attempt to move the full distance, and pay normal costs for terrain with some adjustments:**
- A unit, other than Artillery or Rabble, forced to rout over a linear feature, or across a bridge, stops on the other side of the feature. Artillery, or Rabble, units are eliminated of contact with the feature.
- Routing units that are forced into contact with difficult or impassable terrain are eliminated.
- **<u>Pursuing units</u> use the 'Normal' move rates and pay normal movement costs for terrain.**

Disordering Friendly Stands

A company may retreat through any other unit with no effects on either unit. The retreating company moves the full retreat distance. **A routed company is removed from the battle <u>after</u> making its rout move**.

A brigade or Tercio moves the full retreat distance. It may retreat through a company causing the company to automatically add a level of disorder (possibly routing the company in the process).

A brigade or Tercio that **<u>recoils</u>** into contact with a friendly brigade or Tercio causes the stationary unit to automatically add a level of disorder. The retreating unit halts its movement on the other side of the stationary unit.

A brigade or Tercio that **<u>routs</u>** into contact with a friendly brigade or Tercio causes the stationary unit to automatically add a level of disorder. The routing unit then continues moving to complete its move on the other side of the stationary unit.

> 'In plain English our men ran shamefully, when they had no cause of so great a fear… All the Lancashire Horse ran without a blow struck; which disheartened the foot so infinitely, that being in disorder with the pursuit of the enemy they could not be persuaded to rally again: which the rebels did, and advanced and made good the place.'

Sir Arthur Trevor on his experience at the battle of Montgomery

14

Impetuous Pursuit

If a losing unit ends its rout move within 18ins and line of sight of the winning unit(s) then the winning unit(s) must test to see how it (they) responds to the opportunity to attack the enemy at his most vulnerable.

Disrupted units may not engage in Impetuous Pursuit.

Procedure

Roll a d6 adding or subtracting from the modifiers below.

Sound enemy cavalry within 8ins	+ 1	Clear path to routers within 18ins	- 1
Routers are a sub-unit	+ 1	Pursuers are Rabble	- 1
Pursuers are a Detachment	+ 1	Pursuers are Irregulars	- 2
Pursuers are an Infantry Brigade	+ 3	Pursuers are sound Cavalry brigade	- 2
Pursuers are a Tercio	+ 4	Pursuers are sound Double brigade	- 1
Pursuers are under Hold orders	+ 1	Pursuers are under Attack orders	- 1
Pursuers are under Withdraw orders	+ 2	Pursuers are Raw	- 1
Pursuers are Veterans	+ 1	Heroic Wing Commander	- 1
Pursuers are disordered	+ 1	Politico Wing Commander	- 1
Pursuers are in buildings	+ 2		
Pursuers are behind fortifications	+ 2		

If the resulting score is 3 or less, the winning unit declares an Impetuous Pursuit. After the losing unit has retreated the pursuing unit makes a move to try to contact the routers, or the nearest intervening enemy unit (i.e. one that the router has passed through). After moving the pursuing unit takes an additional disorder marker (e.g. a disordered unit [yellow] becomes disrupted [red]). If it makes contact with a router that remains on the battlefield then neither unit may move further this turn. The outcome is decided during the combat phase of the next turn. If it fails to make contact then it may attempt to reform as normal in the Reform phase of the current turn.

A pursuing unit that has made its pursuit move and is still in contact, with a unit that is due to be removed, remains in place at the end of its move. The routed unit is removed. The pursuing unit may attempt to reform in the Reform phase of the current turn. If it passes then it removes a level of disorder and moves normally in the next turn. If it fails then it is removed from the battlefield reflecting that its commanders have lost control and the troops are scattered chasing down the disappearing enemy. It may return later (see below).

A pursuing unit whose target leaves the battlefield must take a Disorder Test. If it passes then it remains on the battlefield and removes a level of disorder. It then moves normally in the next turn. If it fails then it is also removed from the battlefield and is considered to be chasing the defeated enemy back to its base. It may return later (see below).

Units leaving the battlefield as a result of combat

Units that leave the battlefield in rout may never return.

Units that leave the battlefield in retreat or pursuit may return when they have become sound. Place them on the edge of the edge of the table, or somewhere safe, noting the point of exit. Use the Reform phase to reduce the level of disorder. Once the unit is sound it may return within 6 ins of its exit point.

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Cohesion

As disorder gradually sets in so it becomes more difficult to keep the troops fighting. Commanders recognised this and might try to call off the battle even when the actual casualties had been fairly low.

Reforming from Disorder

After all movement and combat have been completed then both players may try to reform any units that are in command **and** not in within 4 ins of the enemy. Each unit takes a Disorder Test (see p.35).

If it passes then the unit may remove one level of disorder.

If it fails then nothing happens. **An unsound unit does not add further disorder as a result of attempting to reform.**

Testing for Fatigue

Both players test for Fatigue in any Wing that contains a routed unit.

Roll a d6 and adjust this with the following modifiers (all cumulative):

Within 8ins of the enemy	+ 1
Commander or attached General is wounded	+ 1
Commander or attached General is killed, or off table	+ 2
Each company lost	+ 1
Each brigade off-table and not destroyed	+ 1
Each Disordered Tercio or Double Brigade	+ 1
Each Disrupted brigade, Tercio or Double Brigade	+ 2
Each Routed or destroyed brigade, Tercio or Double Brigade	+ 3
Each sound infantry brigade or Tercio	- 1
Each sound veteran brigade or Tercio	- 1
If under Hold orders	- 1
No sound enemy unit within 24”	- 1
Wing Commander is a hero	- 1
Higher Commander attached to the Wing	- 1

If the modified die roll is 7 or less then the wing is unaffected and continues as normal.

If the modified die roll is 8 or more then the Wing is **Fatigued**. Mark the Wing Commander with a disorder marker and its orders for the next turn must be either Hold or Withdraw. If the Commander is missing for some reason place the marker in the approximate centre of his command and in the Orders phase of the next turn use the **missing commander** process (p.41) to determine its actual order.

If a Fatigued Wing fails another test it becomes **Exhausted**. Mark the Wing Commander with a disrupted (red) marker and its orders for next turn must be Withdraw.

If an Exhausted Wing fails a test it becomes **Collapsed**. Mark the Wing Commander as routed (red and yellow). Any sound units become disordered, disordered units become disrupted and disrupted units are removed from the battlefield. On the next turn it must be Withdraw and ALL of its units must move away from the enemy.

Shameful Conduct

If a Wing collapses then its commander may flee rather than staying with his remaining men.

Roll a D6 – and modify as follows:

Politico	- 1	Hero	+ 1	Experienced	+ 1
Weak will	- 1	Strong will	+ 1		
Wounded	- 1				

A modified score of 2, or less, means that the commander flees immediately. Remove his base from the battlefield. A replacement command base appears in the centre of the Wing two turns after his disappearance.

Arrest warrants will be issued later…

16

General Will

As Wings gradually become Fatigued so this affects the overall will of the army to fight on. Individual wings might suffer badly, leading to their collapse but the armies often fought on. Sometimes a defeated wing would be pursued from the field but by the time the victors returned they found that the tide of the battle had completely changed.

> '… [although] all the arguments were used, as the impossibilities of a safe retreat from ane enemie so powerful of horse, in foule weather, and extremelie deepe way, our sojors exceeding wet, wearie, and hungrie, the inevitable loss of all our ammunition, [but] could not move my lord Duke by his authoritie to contradict the shameful resolution taken by the major part of his officers.'
>
> Turner on Hamilton's decision to retreat after the first day of the battle of Preston

Although there are examples of units literally fighting to the last man there were many more where units surrendered. The general tendency was to break off the action and keep the army together. Often this did not work and there were occasions when the after-battle pursuit became a slaughter.

At the end of any turn that an army contains a Fatigued Wing, or if the Army Commander is lost, it must test its will to fight on. It is possible that both armies will take this test at the end of a turn.

Procedure

Roll a d6 and adjust the score, based on the Army Commander's characteristics (see p.13) below:

	Politico	Normal	Experienced
Strong will	0	- 1	- 2
Normal will	+ 1	0	- 1
Weak will	+ 2	+ 1	+ 1
If the Army Commander is lost add 1 to his score.			

Use the following table to compare the number of brigades currently routed (both on and off table). **A single Tercio, or a Double Brigade, counts as two brigades for this process.**

Number of routed brigades in the army	Number of brigades in the army						
	5 - 10	11 - 15	16 - 20	21 - 25	26 - 30	31 - 35	36 - 40
1	6	6	Automatic pass				
2	4	5	6	6			
3	3	4	5	6	6	6	
4	1	3	4	5	6	6	6
5	0	2	3	4	5	5	6
6		1	2	4	4	4	5
7		0	1	3	4	5	5
8			1	2	3	4	4
9			0	1	3	3	4
10				1	2	3	3
11				0	1	2	3
12					1	1	2
13			Automatic fail		0	1	2
14						0	1
15							1
16							0
17							

If the adjusted score is equal to or less than the number indicated in the above table then the Army's resolve is good and it continues the battle as normal.

If the adjusted score is more than the number indicated then its resolve has given way and the army must be ordered to withdraw next turn.

If both sides fail at the same time then both withdraw and the usual result is a draw (assuming no special scenario rules apply).

If one commander's resolve fails and the other commander's resolve is good then Victory is declared for the army that holds the battlefield.

Victory: the final reckoning

Although many men from both sides would die in battle, it was retreating from the battle that caused the greatest losses. In some conflicts a post-battle slaughter of the losing side was to be expected. The example of Lord Broghill's order to "kill all" after the battle of Knocknaclashy in 1651 was just one among many. The next section of these rules deals with the pursuit, which could see whole units being wiped out or captured.

Battles could be decided by very low casualties as a commander gives up the fight. An example of this would be at Lostwithiel in 1644 when Essex abandoned his army, escaping by boat from the local harbour. Some cavalry units managed to make their escape but the infantry was doomed and almost 6000 were captured. Although they were later released only half of them made it back to Portsmouth. Similarly, Savelli abandoned his army at Rheinfelden, with the loss of 500 dead and 3000 captured, but he did not escape and was captured in the rout.

The pursuit

Victorious armies were not always able, or willing, to pursue the losers. Sometimes they were worn out by their exertions and sometimes they wanted to gain the fruits of the victory by looting the enemy camp.

To decide whether a pursuit takes place each side must assess its capability to follow up as follows:

+2	for each sound cavalry brigade
+1	for each sound Double Brigade or cavalry sub-unit
+1	for each sound veteran infantry brigade

Compare the two scores –

If the victor's score is 5 or more higher there is a close pursuit.	
Close Pursuit A Major Victory	The Victor rolls a d6 for each unsound unit in the loser's army. A routed unit is 'lost' on a 4, 5 or 6. A disrupted unit is 'lost' on a 5-6. A disordered unit is 'lost' on a 6. The Victor rolls a d6 for each unsound Wing in the loser's army. If the Wing has collapsed the general is captured on a 4, 5 or 6. If the Wing is Exhausted the general is captured on a 5-6. If the Wing is Fatigued the general is captured on a 6. Claim a major victory in your dispatches and publicise your victory wherever you can. Remember that your next battle may not be so successful.
If the victor's score is between 2 and 4 higher there is a limited pursuit.	
Limited Pursuit A Minor Victory	The Victor rolls a d6 for each routed and disrupted unit in the loser's army. A score of 6 indicates that it has been lost. The Victor rolls a d6 for each Collapsed Wing in the loser's army. Its general is captured on a 6. Claim a major victory in your dispatches.
If the victor's score is less than 2 higher there is no pursuit.	
No Pursuit A Propaganda Victory	Nothing happens - both sides return to their camps to regain some strength. Both sides claim victory in their dispatches.

Scenarios

Many players will simply want to recreate historical battles and the historical situation will dictate the objectives for each side. We have found these games provide more interesting challenges than equal points based "line 'em up and charge" type games. We have provided six battles for you to consider when working on your own scenarios. There are two from the Thirty Years War, two from the English Civil war and two from other European wars. For each group there is a smaller and a larger battle (multi-player).

Each scenario has a map and two orders of battle. There is also a brief history of the event to give a flavour of what to expect.

TYW	Fleurus	1622	9-14,000 per side
	Wittstock	1636	20,000 per side
English Civil War	Cheriton	1644	10,000 per side
	Marston Moor	1644	20,000 per side
Second Spanish War	The Dunes	1658	15,000 per side
First Scanian War	Lund	1676	8-10,000 per side

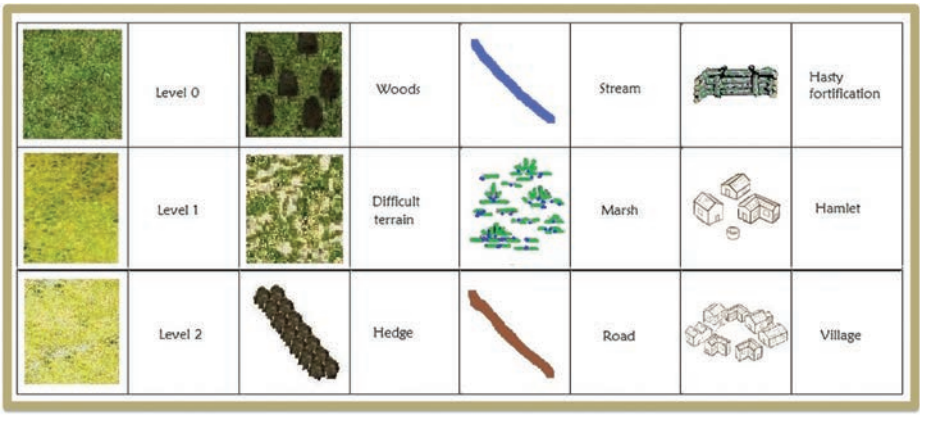
General notes on the Army Lists

Maps – Many histories of the period provide basic battle plans but there are few that can provide the gamer with accurate maps. Different perspectives on the battle could lead contemporary writers to give varied accounts of the terrain and its impact on the battle. None had the benefit of satellite positioning and sometimes the positions of battles can change as the result of archaeological research. The maps presented here enable players to appreciate the main topographical features of the battle on a 6' by 4' field. If you feel that you have other maps that suit your views of any particular battle more accurately then feel free to use your own version.

Orders of battle – These reflect the need to combine units to make up the usual brigade strengths. As such not all units present are identified. If you want to swap names to allow your units to be used then just amend the rosters to match your existing armies.

Brigade names – As is common with battles that happened hundreds of years ago the full order of battle is not usually available. In these lists the brigade commanders are identified where they are known. In some instances, particularly for the Battle of the Dunes in 1658, the commanders' names are conjectural and based on units that were present.

Terrain Key



The town walls of Lund represent major defence works. Such permanent constructions are not normally found on the battlefield so do not have a normal graphic to represent them.

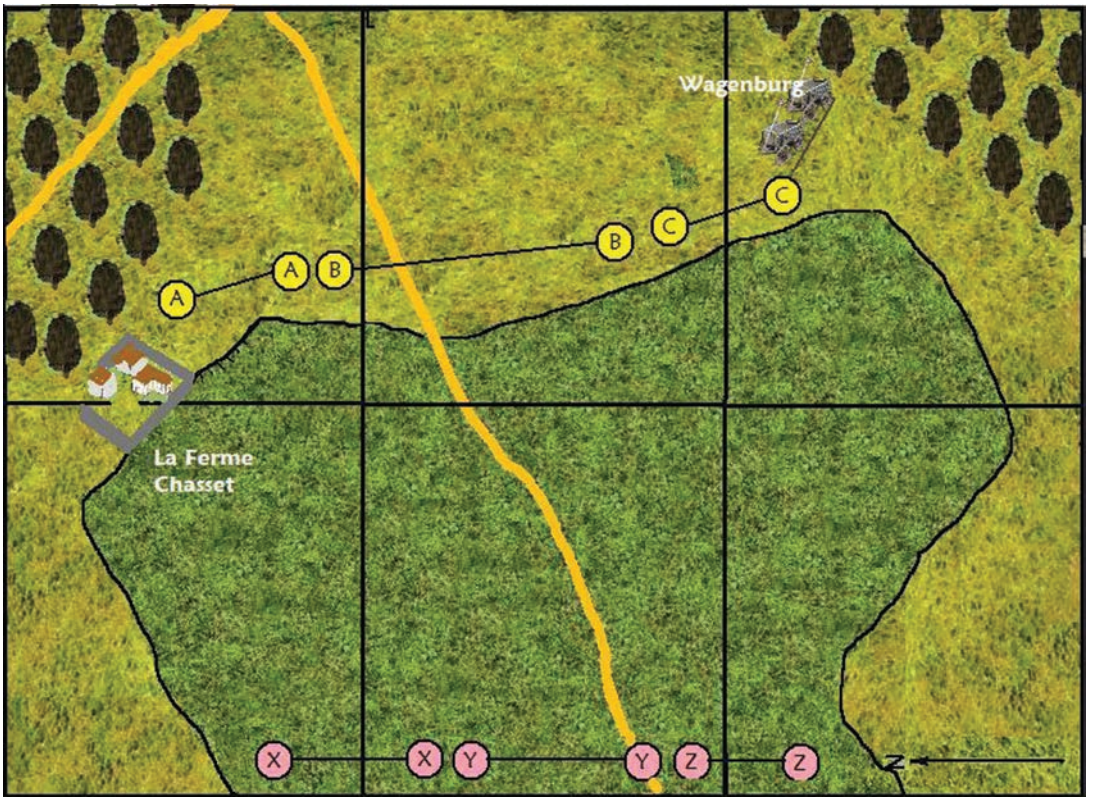
The Battle of Fleurus, 29th August 1622

The main protestant army under Mansfeld was paid by the Elector Palatine, but a series of defeats caused the Elector to cancel the contract. The States General of the United Provinces hired the army and ordered Mansfeld to help relieve the siege of Bergen-op-Zoom. The march caught the opposing Spanish by surprise. Mansfeld's army marched towards its destination, the soldiers looting on the way, but on August 27th they found their route blocked by a Spanish army under Cordoba. Despite his troops being tired from the march Mansfeld decided to attack early in the morning of the 29th.

Mansfeld had a total of 12,000 to 14,000 men and 10 guns. Mansfeld himself commanded the centre wing with all of the infantry and the artillery. Duke Christian of Brunswick took the left wing with the bulk of the cavalry, formed in 10 squadrons. It was a major setback for the Protestants when some 1,500 to 2,000 cavalry mutinied before the battle and refused to take part. The Spanish had 6,000 foot and 2,200 to 2,400 horse. The tercios formed in a single line in the centre, with the cavalry on the flanks. A detachment of 800 musketeers was placed in a walled farm, the Ferme Chassart, in front of the right wing. The army's wagons were set up as a wagonburg for flank protection on the left of the line.

After a short bombardment Mansfeld ordered a general attack. His infantry was thrown back several times with great losses. On his right Streiff had success against the Spanish cavalry, which retired to the cover of the wagons. Streiff then attacked the leftmost Spanish Tercio. Simultaneously Mansfeld attacked with his infantry, but could not break through. On the left, Christian, under fire from the musketeers in the farm, was repulsed twice but on the third attempt pushed back the Spanish cavalry. He then turned on the enemy infantry but was also unsuccessful. Instead, he was wounded and had to be carried off to have his arm amputated.

Mansfeld, his troops exhausted, called off the attack and attempted to withdraw past the Spanish, who were equally exhausted. Most of the Protestant cavalry escaped to join the operation to relieve the siege of Bergen-op-Zoom. Cordoba followed up on the unsupported infantry and caused up to 2,000 more losses on Mansfeld's disintegrating army.



Game time Start at 7am **Game length** 12 turns

Total engaged	No. of bdes	Horse	Foot	Guns
Protestant	17	5,000	6,000	10
Spanish	14	2,400	6,000	6

Spanish Army:

Gonsalvo de Cordoba - Commanding

Left Cavalry	Centre Infantry	Right Cavalry

De Sylva	Caracciolo	De Gaucher

Aguirra	T	Tercio Fugger	T	Gaucher	V
Berenguer	T	Tercio Ibarra	V	Levasseur	T
Losada	T	Tercio Isenburg	T	Roblas	T
		Tercio Spinelli	V		
		Field Artillery	T		
		* *Verdugo*	V		

Deploys: Gaucher A - A, Carracciolo B - B, Sylva C - C

* Verdugo deploys as two Detachment stands within the Chasset Farm.

Objective: The primary aim is to stop the Protestant force exiting to the East. Less than three brigades exiting would be a major victory. If 8 or more brigades exit then it would be a major defeat.

A secondary objective is to break the Will of the Protestant army and force it to retreat. This would also be a major victory.

Protestant Army:

Note: In this battle Mansfeld failed to act as an army commander. Instead he personally led his infantry centre. Therefore there is no Army Commander for the Protestant army.

Left Cavalry		**Centre Infantry**				**Right Cavalry**	
Christian of Brunswick		**Mansfeld**				**Streiff**	
Leib	T	Leibgarde	T	Lauenburg	R	Leibgarde	T
Styrum	T	Ferentz	T	Mitzlaff	R	Lintzow	T
Fleckenstein	?	Carpzow	R	Peblis	R	Streiff	?
Lowenstein	?	*Field Artillery*	R	*Field Artillery*	R		
Obertraut	?						
Pflug	?						
Uslar	?						
Weimar	?						

Deploys: Christian X - X, Mansfeld Y - Y, Streiff Z - Z

Objective: The primary aim is to exit the majority of brigades (9) off the table to the East. A secondary aim is to exit the majority of the cavalry (6) which would be a minor victory.

This army moves first. Start the battle on the first Protestant Wing card. For the first turn discard any Spanish cards up to the first Protestant card.

Special rule (OPTIONAL)

On the day of battle up to 2,000 Protestant cavalry refused to engage in the attack. This should create considerable uncertainty for the Higher Command.

When a unit with a '?' ranking first engages in combat roll a d6. On a score of 1-4 it is a Trained unit but on a 5 or 6 it becomes a Raw unit. The unit keeps this status throughout the battle.

If you don't use this option then all of the units should be classed as Trained.

The Battle of Wittstock, 4th October 1636

Field Marshal Johan Baner, the Swedish commander, set out to outflank the Imperial army blocking his path northward. Melchior von Hatzfeld, the Imperial commander, had destroyed the bridge across the River Dosse to force Baner to approach from the south. He placed artillery redoubts on a long ridge and waited. Baner recognised that direct assault would be impossible. He chose to split his forces into four commands aiming to outflank the Imperialists on both sides. This meant that three quarters of his army would be beyond his command for much of the battle; a very risky plan.

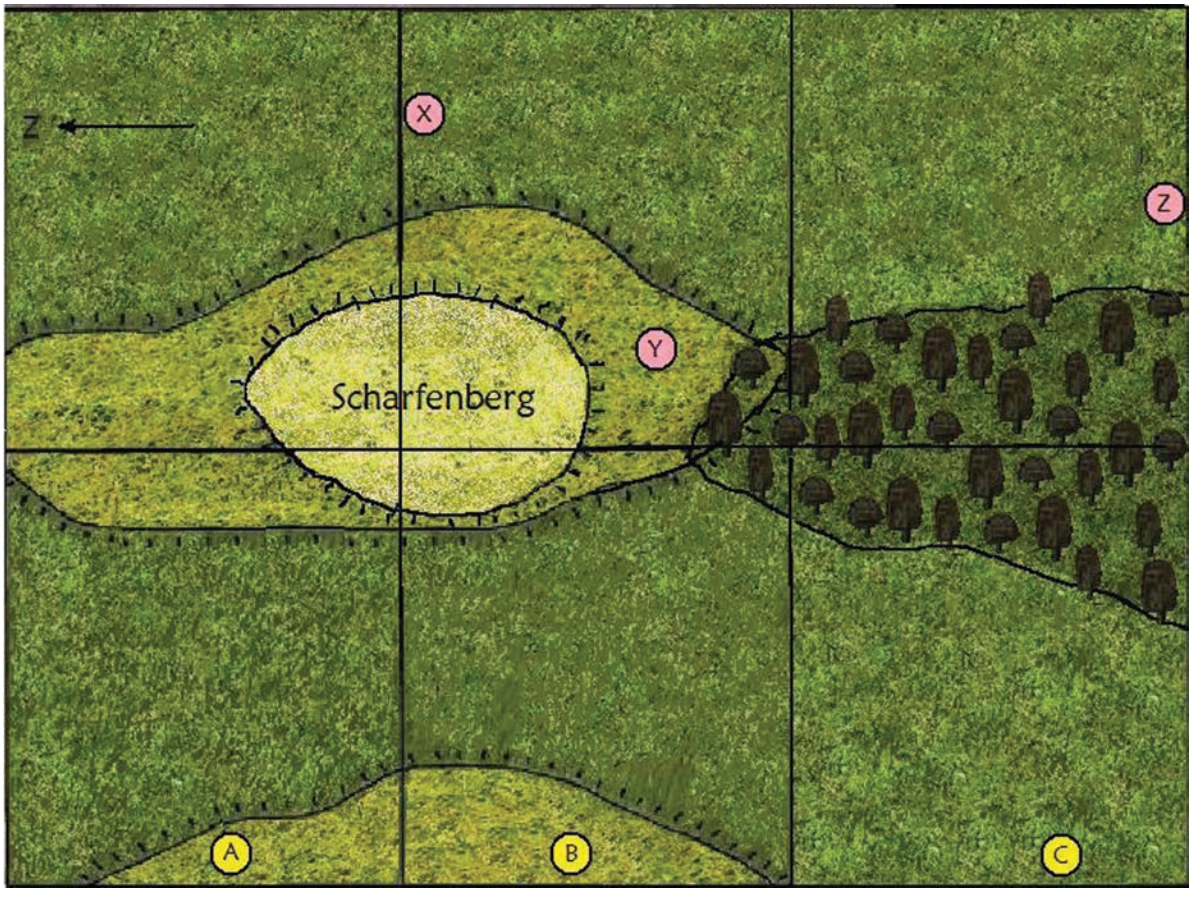
Estimates suggest that the two armies were roughly the same size at 18-20,000 men each. The Imperialists had an edge in cavalry numbers but the Swedes seem to have been generally better in quality. Unfortunately for Hatzfeld his army contained several units that had been beaten a number of times and they were reluctant to suffer any further losses.

Sometime around 3:00pm Hatzfeld saw Swedish cavalry moving past his left flank. Taking command of his nearest units he sped off to halt his enemy. This left his army without a commander, which would be a major problem for the next few hours. Torstensson saw the danger of this attack and moved on to the Scharfenberg to block the threat. Hatzfeld's charged up the Scharfenberg into Torstensson and pushed him back. One of Hatzfeld's regiments failed to attack and this probably saved Torstensson.

In turn Baner counter-attacked and drove Hatzfeld back. He then pursued too far and exposed his flank to infantry arriving from the centre of the Imperial line. Baner was driven back with heavy casualties. The remnants of the Swedish army were now fighting for survival. By 4:30pm it seemed that Baner's army would be defeated. At this crucial moment Leslie arrived and attacked the Imperial

infantry. Baner regrouped behind Leslie and the battle became a fight between the two infantry forces.

By 6:30 it seemed that the result would be stalemate. On the other side of the battlefield the Swedish left crashed into the Imperial position taking the emplaced guns and routing the supporting infantry. At the same time Vitzthum arrived and the Swedes once more moved to the attack. Hatzfeld recognised that he had finally been outmanoeuvred and the Imperialists left the field with little further loss.



Objectives:

The objective for both sides is the same. The primary aim is to control the Scharfenberg hill. Control means that you have at least two sound brigades (i.e. not disordered, or worse) on the second level of the hill AND the enemy has no sound brigades within normal move distance of the second level. This will give the winning side a major victory.

The secondary aim is to cause the enemy's General Will to collapse. This will give the winning side a minor victory.

Game time Start at 3:00pm **Game length** 15 turns

Total engaged	**No. of bdes**	**Horse**	**Foot**	**Guns**
Swedish	23	8,000	8,000	50
Imperialist	18	7,000	6,000	0

Swedish Army

Note: In this battle Baner failed to act as an army commander. Instead he led his cavalry wing to outflank Hatzfeld's position; so there is no Army Commander for the Swedish army.

BANER'S CAVALRY

Torstensson	
Bjelke	V
Gottland	T
Uppland	T
Gustafson DR	T
Detached Muskets	T
Infantry Guns	T

Baner			
Heinrich	T	Livonia	V
Krakau	T	Schlang	T
Kurland	T	Wachtmeister	T
		Hanson DR	T

Baner deploys at X in two equal ranks, facing north. Torstensson deploys at Y.

The Detached Muskets may deploy on the hill in the front edge of the wood.

The following Wings represent Baner's depth echelons. At the start of the turn of entry each Wing rolls a d6, and arrives on a 4, 5 or 6. If successful then place the appropriate Wing card into the deck. These units enter at 'Z' and may enter deployed in line ready for battle.

If unsuccessful roll again at the start of the following turn.

CENTRE - possible entry from Turn 6.

Leslie - Infantry	
Drake	T
Lindse	T
Moda	T
Sabelitz	T
Infantry Guns	T
Infantry Guns	T
Train – Field Art	T

Karr - Cavalry	
Leib	T
Smaland	T
Torstensson	T

RESERVE - possible entry from Turn 10.

Ruthven - Infantry	
Bauer	T
Bengtsson	T
Ruthven	T
Wrangel	T

Vitzthum - Cavalry	
Goldstein	T
Jens	T
Pfuhl	T

Imperial Army

Note: In this battle Hatzfeld failed to act as an army commander. Instead he led his left flank cavalry in the charge to try to counter Baner's manoeuvre. Therefore, there is no Army Commander for the Imperial army.

Hatzfeld - Cavalry	
Del Maestro	T
Falkenstein	T
Hatzfeld	T
Schonickel	R
Wildberg	T

Hatzfeld enters in column at B facing East.

Uhlefeld - Cavalry	
Bissinger	T
Darmstadt	T
Monteccucoli	T
Uhlefeld	T
Persinger DR	T

Uhlefeld enters at A on turn 2 deployed in line.

This army moves first. Start the battle on the first Imperialist Wing card. For the first turn discard any Swedish cards up to the first Imperialist card.

The following bodies roll a d6 on each possible turn of entry. At the start of the turn of entry each Wing rolls a d6, and arrives on a 4, 5 or 6. If successful then place the appropriate Wing card into the deck. These Wings enter at C and may enter deployed in line ready for battle.

If unsuccessful; roll again at the start of the following turn.

CENTRE - entry from Turn 4.

RESERVE - entry from Turn 7.

Waldstein - Infantry		**Kalkstein - Cavalry**		**Taube - Infantry**	
Goltz	T	Kalkstein	T	Bose	T
Manteuffel	T	Rochau	T	Schleinitz	T
Trandorff	T	Winz	T		
Wallenstein	T				

The Battle of Cheriton, 29th March 1644

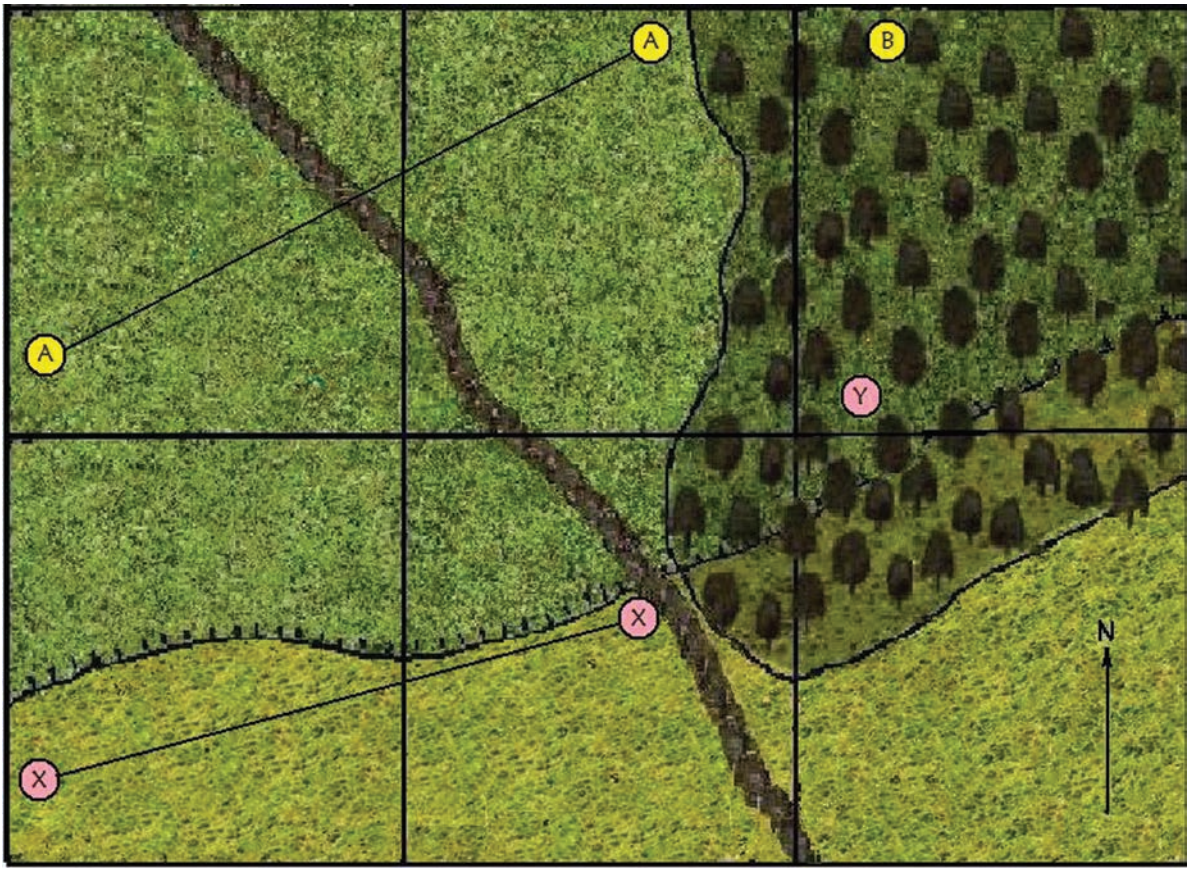
Hopton was intending to stop Waller's progress into the West. He had closed up to his enemy without being detected. On the morning of battle, the armies were deployed on opposite sides of a wide area of open common ground. Cheriton Wood was on the east of the field, lying on the flanks of both armies. It was important as it offered a vantage point over the enemy. At the start of the battle Hopton sent Appleyard's infantry to flank Waller's position. The White Trained Band had occupied the wood during the previous night. After a confused struggle the Royalists drove out the Parliamentarians.

Having secured their advantage, the Royalist commanders discussed their next move. Lord Forth preferred to adopt a defensive position and force the Parliamentarians to either attack or retire. For some unknown reason, Sir Henry Bard, apparently without orders, set off to attack the opposing cavalry of Sir Arthur Hesselrige. Bard's Regiment was recently drawn from the garrison troops of Oxford and lacked experience. More regiments went down into the valley on the Royalist right to support Bard's reckless venture but, isolated from any support, the regiment was destroyed.

The Royalist defensive strategy then fell apart. For the Parliamentarians it was an encouraging start. The two sides were fully engaged. The battle swung back and forth for some hours. The Parliamentarian forces held and gradually pushed back the Royalists. Hopton's army eventually broke and retired northwards. Hopton retreated to Reading where he joined King Charles and the main field army.

Objectives:

The objective for both sides is the same. To control the road off the table to the South. No enemy brigade can be within move distance of the exit point for this condition to be met.



Game time Start at 10am **Game length** 18 turns

Total engaged	No. of bdes	Horse	Foot	Guns
Parliamentarian	14	5,000	5,000	16
Royalist	13	3,500	5,000	12

Parliamentarian Army

Sir William Waller - Commanding

James Carr –Major General

Left Cavalry	Infantry	Right Cavalry

Livesey	Maj. Gen. Browne	Maj. Gen. Potley	Meldrum

Cooke	T	Waller	T	Potley	T	Balfour	T
Hesselrige	T	Weldon	T	Yellow TB	T	Dalbier	T
Livesey	T	Wemyss	T	*White TB* *	R	Meldrum	T
Waller	T	*Field Artillery*	T	*Field Artillery*	T	Middleton	T
Vandruske	T					Norton	T
Waller DR	T					*Cunningham DR*	R

Deploys along the line X – X (except for the White TB).

* White TB - deploys as three Detached Musket stands within 6" of 'Y'.

Royalist Army

Lord Forth - Commanding

Ralph Hopton - Lieutenant General

Left Cavalry	Left Infantry	Right Infantry	Right Cavalry

Stowell	**Smith**	**Paulet**	**Stuart**

Gunter	T	Apsley	V	Vavasour	T	Boleter	T
Hertford	T	Hopton	T	Paulet	T	Carey	T
Smith	T	*Appleyard* *	V	Bard	R	Maurice	T
Waldegrave	T			*Field Artillery*	T	Queen's	T

Deploys along the line A – A (except for Appleyard).

* Appleyard's infantry is represented by 3 Detached Musket stands (all Veteran) within 6" of B.

This army moves first. Start the battle on the first Royalist Wing card. For the first turn discard any Parliamentarian cards up to the first Royalist card.

The Battle of Marston Moor, 2nd July 1644

Prince Rupert had gathered troops to relieve the siege of York. Rupert closed up to the besieging army but decided to delay his attack until the next day. The Royalist army settled down for the night. Lord Leven, the overall commander of the Allied Army, noted the Royalists' lack of activity and sometime after 6pm he ordered his forces to attack.

On the Royalist right, Byron was under orders to stand his ground, relying on the ditch and his commanded muskets to disorganize any enemy attack. Instead he counter-attacked which disordered his own troops and prevented his musketeers from firing. As a result, Byron's front line regiments were routed. Rupert moved his reserve to support his right flank. The extra numbers of Leslie's Scots were decisive. The Royalist right and reserve were routed. Rupert fled with his troops and hid in a bean field.

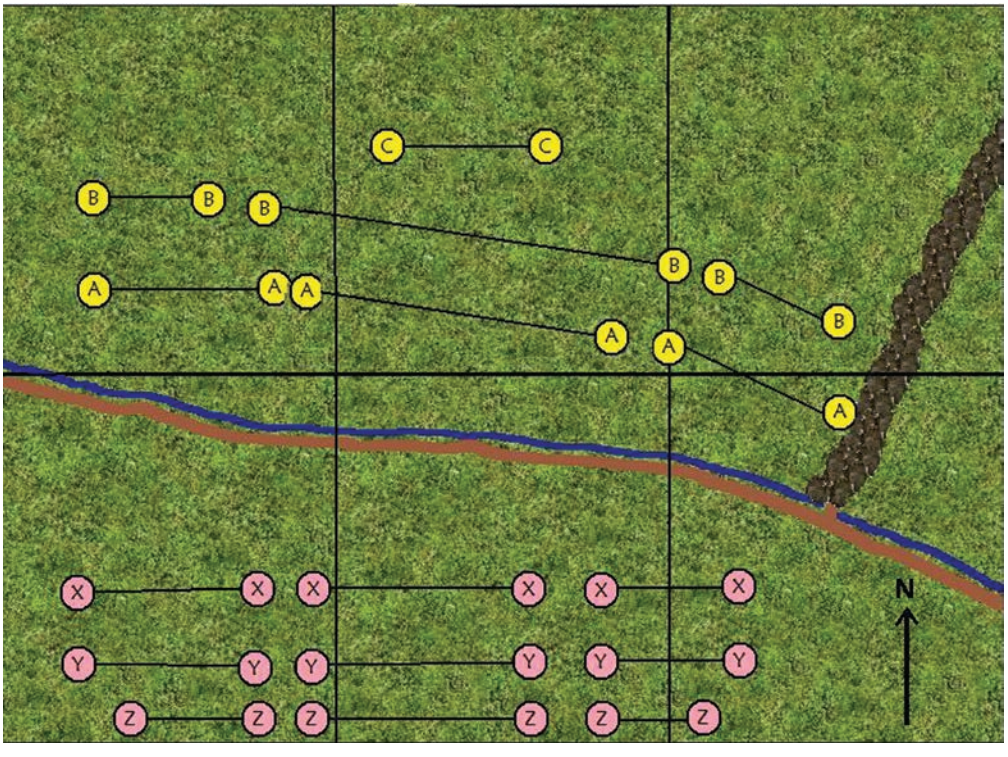
The Allied right was almost a mirror image. Thomas Fairfax advanced his newly raised units which became disorganised and then were routed. Many of Goring's troops set off in impetuous pursuit of the fleeing enemy while Lucas wheeled his cavalry to attack the exposed flank of the Allied infantry. In a running battle Lucas was taken prisoner which disrupted the chain of command.

In the centre, the Allied foot succeeded in crossing the ditch. Newcastle's foot counter-attacked and threw the Parliamentarian units into confusion. Taking advantage of the enemy's disarray Blakiston's cavalry charged into the allied centre. The Parliamentarian infantry collapsed and routed, taking half the Scots infantry with it. Lords Leven and Fairfax judged that all was lost and left the field.

Lindsay's isolated Scottish brigade withstood three cavalry charges and bought time for Lumsden to re-organise the allied centre. Manchester's regiment destroyed Blakiston's brigade helping to stabilise the situation. Cromwell's cavalry, with Leslie's Scots still in

support, crossed the battlefield to attack Goring's cavalry. Goring's troops, tired and disorganised, were driven from the field.

Within four hours one of the most decisive battles of the English Civil War was over. York, and with it the majority of the North of England, was lost by King Charles.



Game time Start at 6:40 pm **Game length** 12 turns

Total engaged	No. of bdes	Horse	Foot	Guns
Parliamentarian	29	11,500	16,000	16
Royalist	24	7,500	11,000	12

Allied Army:

Lord Leven - Commanding

The Three Armies were mixed up across the three lines of the deployment. This worked against the command of any individual army. Although Cromwell and Thomas Fairfax were 'Lieutenant Generals' in command of the cavalry on their respective flanks it seems, from their actions on the day, that they acted mostly as Wing Commanders. You can, of course, choose to vary this if you wish.

The (S) in the list below indicates Scots Covenanter units. These units will recognise Lord Leven as the Army Commander.

The Parliamentarian forces do not have Higher Commanders, unless you choose to vary the lists as noted above.

Objective: A major victory is achieved by breaking the Will of the Royalist commander and forcing him to retreat.

If three or more Scottish wings are exhausted the result is a minor defeat.

FRONT RANK - Deploys at X – X

Left Cavalry	**Centre Infantry**	**Right Cavalry**

Cromwell	**Crawford**	**Baillie (S)**	**Thomas Fairfax**

Cromwell	V	Crawford	T	Hamilton (S)	T	Bethell	R
Whalley	V	Fairfax	T	Lindsey (S)	T	Lord Fairfax	T
Fleetwood	T	Manchester	T	*Infantry guns*	T	T. Fairfax	V
Lilburne DR	T	*Heavy Artillery*	T	*Heavy Artillery*	T	*Morgan DR*	T
Detached Muskets	T					*Detached Muskets*	T

SECOND RANK - Deploys at Y – Y

Left Cavalry	Centre Infantry	Right Cavalry
Vermuyden	**Lumsden (S)**	**Lambert**

Manchester	T	Cassilis (S)	T	Boynton	R
Sidney	T	Coupar (S)	T	Lambert	T
Vermuyden	T	Loudon (S)	T	*Detached Muskets*	T
Detached Muskets	T	Yester (S)	T		
		Infantry guns	T		

THIRD RANK - Deploys at Z – Z

Left Cavalry	Centre Infantry	Right Cavalry
David Leslie (S)	**Lord Ferdinando Fairfax**	**Earl of Eglinton (S)**

Balcarres (S)	T	Bright	R	Balgonie (S)	T
Leslie (S)	T	Rigsby	R	Eglinton (S)	T
Detached Muskets	T	Russell	T	*Detached Muskets*	T
		Erskine (S)	T		
		Hepburn (S)	T		

Royalist Army:

Prince Rupert - Commanding

Note: In this battle Rupert also has control over the Royalist reserve. He may delegate command of its individual units to any Wing Commander.

Special rule:

Rupert did not expect to fight at this time and was surprised by the Allied attack. Many of his units had settled down to eat. Consequently, **ALL** Royalist brigades start this battle disordered.

The Royalists were not completely unguarded. Napier's regiment and the Detached Muskets from the front rank cavalry may be deployed in front of their respective wings on the rear of the ditch.

Objective: To destroy the Allied army by breaking the enemy's General Will.

Anything but victory will be seen as a defeat. It's a catastrophic defeat if the Royalists' Will is broken.

This army moves first. Start the battle on the first Royalist Wing card. For the first turn discard any Parliamentarian cards up to the first Royalist card.

FRONT RANK - Deploys at A – A

* Napier deploys as two Detached Musket stands.

Left Cavalry		Centre Infantry		Right Cavalry	
Goring		**Tillier**		**Byron**	
Frescheville	T	Broughton	V	Byron	V
Eyre	T	Gibson	V	Hurry	T
Mayney	T	Tillier	T	Trevor	T
Washington DR	V	Tyldesley	T	Tuke	T
Detached Muskets	T	*Napier* *	V	*Detached Muskets*	T
		Field Artillery	T		
		Field Artillery	T		

SECOND RANK - Deploys at B – B

Left Cavalry		Centre Infantry		Right Cavalry	
Lucas		**Lord Eythin**		**Lord Molyneux**	
Carnaby	T	Chaytor	R	Rupert	V
Dacre	T	Chisenall	R	Tyldesley	T
Lucas	T	Cholmely	T	Molyneux	T
		Hilton	T		
		King	V		

THIRD RANK - Deploys at C – C

Reserve Cavalry
Prince Rupert

Blakiston	T	Widdrington	T

The second Battle of the Dunes, 14th June 1658

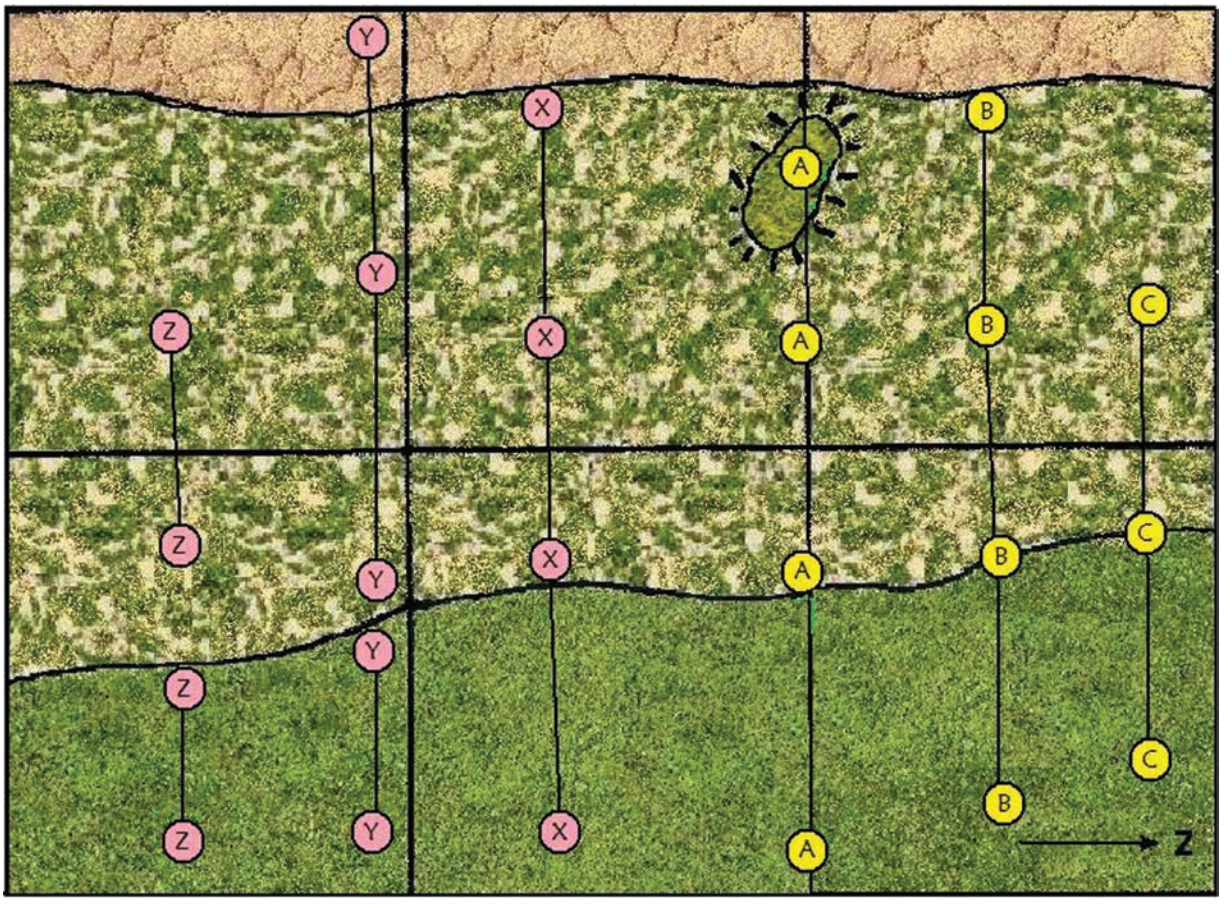
An Allied army under Turenne (including 3,000 veteran English foot from Cromwell's Commonwealth) besieged the town of Dunkirk in May 1658. A Spanish army under the command of Don Juan of Austria, consisting of about 15,000 men, moved to raise the siege.

It was a divided force with differing political aims. It included the Spanish Army of Flanders (composed of Spanish, German and Walloons), a small corps of French rebels, under the command of Condé, and a force of 2,000 English/Irish Royalists, including the exiled Charles II's brother James, Duke of York. This last group formed as the nucleus of potential army for the invasion of England by Charles II.

Turenne began the battle with four or five artillery salvoes from his two unopposed batteries, and the Spanish right flank was bombarded with some harassing fire from the English fleet. The Allied army began to advance, and Turenne's English attacked the Spanish tercio of Don Caspar Boniface, deployed on a 'hill' in the dunes on the Spanish right.

The English regiments drove the Spanish tercio, down from its 'hill' and then turned inland to attack the exposed flanks of the Spanish line. At the same time Turenne launched his frontal assault pinning the Spanish in place. Turenne then sent several regiments of cavalry along the beach to outflank the Spanish right. Engaged in front and attacked in the flank the Spanish army first wavered then collapsed.

The battle lasted for about two hours and ended with the rout of the Spanish forces, which lost about 6,000 killed, wounded, and captured with their opponents losing about 400. Caught in the middle of the Spanish army, fewer than half of the Royalists escaped the disaster, thus ending the immediate prospect of a Royalist expedition to England. Dunkirk fell into the Allies' hands just 10 days later.



Terrain note: In this scenario the large area of sand dunes is considered to be all difficult terrain. This includes the 'hill' on the right flank of the Spanish deployment.

Game time Start at 8am **Game length** 10 turns

Total engaged	No. of bdes	Horse	Foot	Guns
Allied	30	6,000	10,000	10
Spanish	24	8,000	6,000	-

Allied Army:

Vicomte de Turenne - Commanding

FRONT RANK - Deploys at X – X

Left Infantry	Centre Infantry	Right Cavalry
Morgan	**de Guadagne**	**du Crequi**

Alsop	V	Gardes Francaises	V	Crequi	T
Cochrane	V	Gardes Suisses	V	Montauban	T
Lillington	V	Picardie	V	Piennes	T
Morgan	V	Turenne	T	*Montgomery DM*	T
Infantry Guns	T	*Field Artillery*	T		

SECOND RANK - Deploys at Y – Y

Left Cavalry	Centre Cavalry	Right Cavalry
de Castelnau	**De la Salle**	**De Guiche**

Anjou	T	Gendarmerie	V	Chazeron	T
Brinon	T	Chevaulegers	V	Moussaye	T
Resnel	T	Colonel General	V	Vivonne	T
				Bretagne DM	T

THIRD RANK - Deploys at Z – Z

Left Cavalry	Left Infantry	Centre Infantry	Right Cavalry
Villette	**Lockhart**	**D'Humieres**	**Bussy-Rabutin**

Saint-Simon		Gibbons	T	Piedmont	V	Bussy	T
Villette		Lockhart	T	De la Marine	T	Lillebonne	T
				Rambures	T	Mancini	T

Objective: Turenne has to secure his lines of communication to maintain the siege of Dunkirk. To achieve a major victory he must break the General Will of the Spanish army and cause it to retreat from the field. He wins a minor victory if he exhausts four, or more, enemy wings. Any other result is a defeat.

Special rule:

An English fleet was just off the beach and any units on the beach can be subjected to naval gunfire. Roll a d6 and this is the number of shooting dice used to attack the target unit. If there is more than one target then the Allied player makes a roll for each target unit.

Any hits from naval gunfire are subject to the normal saving die roll process and adjustments (see p.51).

Spanish Army:

Don Juan of Austria - Commanding

*** Conde is an experienced commander. All other commanders are politicos.**

FRONT RANK - Deploys at A – A with one infantry brigade on the 'hill' in the dunes.

Left Infantry	Centre Infantry	Right Infantry
de Conde *	**de Caracena**	**De Gamarra**

Guittau	T	Grace (Royalists)	V	Boniface	T
Persan	T	Muskerry (Royalists)	V	Menesez	T
Perez (DM)	T	Richeberg	T	Cerraldo	R
		Serinschen	T		

SECOND RANK - Deploys at B – B

Left Cavalry	Centre Cavalry	Right Cavalry
Shozzi	**De Espinosa**	**York**

Albuquerque	T	Michel	T	Gendarmes	V
Farnesio	T	Ritberg	T	Alcantara	T
Nestien	T	Severin	T	De Ligne	T

THIRD RANK - Deploys at C – C

Left Cavalry	Centre Cavalry
Ahremberg	**de Grigny**

Ahremberg	T	Bossu	T
Croy	T	Richardot	T
Visconti	T	Zarate	T

Special rule (OPTIONAL)

Some of the Spanish units seem to have fled fairly quickly so you may wish to downgrade some of the second and third rank units to recreate some instability in their lines. Choose up to 6 units to class with a question mark (?)

When a unit with a '?' ranking first engages in combat roll a d6. On a score of 1-4 it is a Trained unit but on a 5 or 6 it becomes a Raw unit. The unit keeps this status throughout the battle.

If you don't use this option then all of the units should be classed as Trained.

Objective: to break through the Allied army and relieve Dunkirk. A major victory is achieved if two sound Spanish wings leave the south edge of the field. If the General Will of the Allied army collapses, or one sound Spanish wing manages to leave the southern edge then the result is a minor victory. Any other result is a defeat.

The Battle of Lund, 4th December 1676

In early November the Danes had trapped the Swedish army near a river. They assumed that the Swedes would not escape until spring. But the river began to freeze and Swedish patrols reported the ice was solid enough to support a crossing. On December 3rd Charles XI ordered his army to move out.

Charles and his generals decided to gain the tactical advantage by taking the hills north of Lund. This would mean better terrain for the cavalry, and the town itself would cover the Swedish south flank. By 5:30 a.m. his entire force had moved out. The Danish outposts did not notice this move until daybreak.. Then they also moved to gain control of the hills.

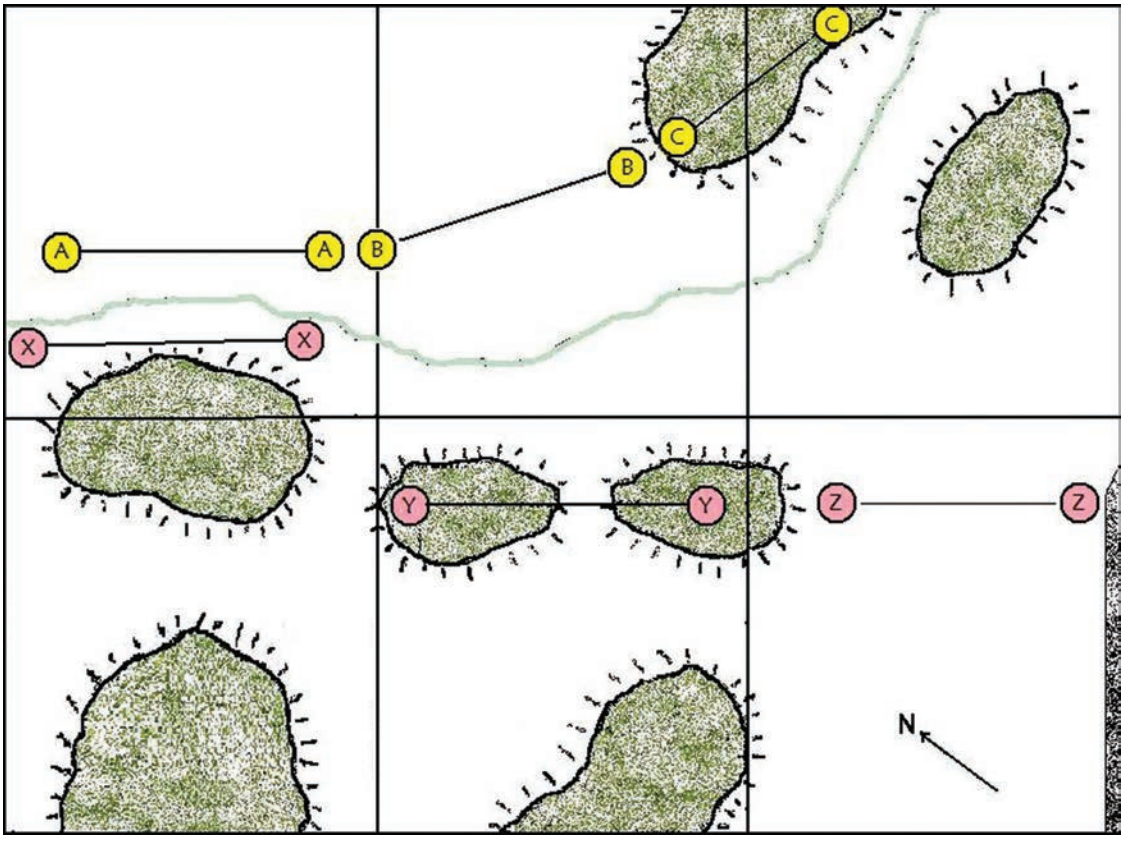
It was 9:00 in the morning when the fighting commenced with Charles XI leading an attack on the Danish left flank. Within the first hour the Danish commander, Carl von Arensdorff, was badly wounded and the entire left was forced to retreat. The Swedish king followed the routers up to the Danish camp. Many fled went onto an icefield in search of safety but it did not hold, and hundreds were drowned.

Friedrich von Arensdorff, assumed command of the Danish army. The Danish right smashed into the Swedish left and almost routed it. The Danes now faced south and the Swedish forces were pressed against the town wall. Their situation was desperate. The remaining Danes (4,500 infantry and 2,100 cavalry) outnumbered the Swedes (1,400 infantry and 2,500 cavalry). Around noon Friedrich von Arensdorff ordered the army to regroup to use this numerical superiority. An hour later the battle was renewed, the Swedes were forced back again but still their army did not break.

About 15:00 the Charles returned with his cavalry and some units from his scattered left. Arensdorff decided to halt his attacks on the

exhausted Swedish centre and face the new threat. Charles XI rode through the Danish lines and rejoined his diminished army. His return inspired his exhausted troops to attack the Danish forces in the rear. Arensdorff had lost the initiative and half an hour later his exhausted army disintegrated. The cease fire was sounded at 17:00.

The battle is unusual because the Danes lost over half of their troops. In particular, the poorly armed marines were exceptionally unfortunate; it is thought that less than a hundred survived.



Terrain notes:

On the Eastern edge of the battlefield the town walls of Lund represent major defence works. The gates of the town were closed and no troops may move through these walls to exit the table.

The stream is frozen and has no effect on the battle. It is there to add some visual interest to what would otherwise be a white snow covered battlefield.

Game time Start at 8am **Game length** 18 turns

Total engaged	No. of bdes	Horse	Foot	Guns
Danish	17	6,000	6,500	50
Swedish	11	5,500	2,500	12

Danish Army:

Carl von Arensdorf - Commanding

Left Cavalry	Centre Infantry	Right Cavalry
C. Arensdorff	**Front rank - Schack**	**F. Arensdorff**

Bulow	R	Kongen's	V	Droningen's	V	Livregiment	V
Kruse	R	Prins Frederik's	T	Prins Georg's	T	Arensdorff	T
Reventlow	R	*Field Artillery*	T	*Field Artillery*	T	Baudissin	R
Sandberg	T					Leverzau	T
Schested	T	**Second rank - Cicignon**				Rantzau	R
Brockenhaus DR	R	Lutzow	R	Ploen	T	Schack	T
		Field Artillery	T	*'Marines'* *	R	*Ortzens DR*	R

* The 'Marines' lacked infantry equipment, some sources say they only had swords and pistols. They certainly lacked formal infantry training and should be deployed as *three Rabble stands*.

Right Cavalry - Deploys at A – A

Centre - Deploys at B – B

Left Cavalry - Deploys at C – C

Objective: to stop the Swedish army leaving the area. A major victory is achieved if no sound Swedish wing leaves the field east of Lund. If one sound wing manages to leave then the result is a draw. If two sound wings successfully exit then it's a major defeat.

Swedish Army:

King Charles XI – commanding

Field Marshal Helmfelt – Lieutenant General

Left Cavalry	Centre Infantry	Right Cavalry
Galle	**Von Ascheraden**	**Von Fersen**

Svealand	R	Guard Infantry	V	Livregiment	V
Vastgota	T	Ribbing	R	Abo-Viborg	R
Viborg	T	Skaraborg	R	Adelsfanen	R
Wachtmeister	T	*Budburg DR*	T	Rhenskold	T
Burghausen DR	R	*Cronhjort DR*	R	*Karelska DR*	T
		Infantry Guns	V		

Left Cavalry - Deploys at X – X

Centre - Deploys at Y – Y

Right Cavalry - Deploys at Z – Z

Objective: to leave the area. A major victory is achieved if two sound Swedish wings leave the field east of Lund. If one sound wing manages to leave then the result is a draw. Any other result is a major defeat.

This army moves first. Start the battle on the first Swedish Wing card. For the first turn discard any Danish cards up to the first Swedish card.

Make your own...

For 'friendly' games players can choose between these common reasons for actions and let these dictate the objectives for the two sides. Although the 'real' possibilities are endless players may wish to try these out:

Blocking Action Game length 15 turns Attacker's objective - secure a route off the opposing table edge. Defender's objective - stop the attacker achieving his objective.	Both Generals roll a d6 deducting 1 if your General is a Politico or adding 1 if your General is Experienced, and compare the scores. The higher scorer chooses whether to attack or defend. Both sides deploy up to 12ins from the table centreline. The attacker moves first. Start the battle on his first Wing card. For the first turn discard any defender cards up to the first attacker card.
Attack on the march Game length 12 turns Attacker's objective - destroy the enemy's Will. The defender wins if his Will is unbroken by the end of the game.	Both sides deploy as for a Blocking Action but at the end of the deployment phase either General may announce that he is going to attempt an Attack on the march. Both Generals roll a d6; deducting 1 if the General is a Politico, adding 1 if the General is Experienced, and adding 1 to the side with the higher Scouting Score (see p.30). If one side has an adjusted score double that of the other it becomes the attacker. The lower scorer turns all of his units through 90 degrees as if he were marching across the enemy's front. Then battle commences with the attacker moving first. If the score is not doubled then play as a Blocking Action.
Deliberate Engagement Game length 9 turns Both sides' objective is to destroy the enemy's Will.	Both sides deploy within 18ins of the centre of the table. The turn sequence is normal; using the card deck to decide which wing will move first.
Encounter Game length 18 turns Both sides' objective is to destroy the enemy's Will.	The Generals secretly identify a table edge for their army to 'march on'. If both choose the same side then roll a d6 and the higher scorer wins his choice. The other player has to choose a different side. Each army enters from its chosen baseline deploying in sequence as normal.

Playing for Points

This page is for players that wish to ensure both sides start with broadly matched resources.

Infantry	**Raw**	**Trained**	**Veteran**
Early Tercios	150	200	300
Brigades	75	100	200
Companies			
Rabble	50	--	--
Irregulars	75	100	--
Detached Muskets	--	75	150
Artillery			
Infantry guns	--	200	--
Light	100	300	--
Heavy	300	400	--
Cavalry			
Brigades	150	250	500
Double Brigade	250	400	--
Fully armoured	+100	+100	+100
Companies			
Dragoons	75	150	300
Croats, etc	--	100	300
Lance armed	+ 50	+ 50	+50
Commanders	**Politico**	**Normal**	**Experienced**
Strong will	250	250	500
Normal will	100	150	250
Weak will	50	100	150
Hero	--	+ 25	+ 25

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Sequence of Play

1	**Orders**	2	**Movement**	3	**Combat**	4	**Reform**
5	**Fatigue**	6	**General Will**	7	**Replace commanders**	8	**Commanders move**

Movement

	Normal	March Column	Turns up to 90°	Crossing linear obstacles	Difficult Terrain
Early Tercios	10 ins	15 ins	Full move	Full move	5 ins
Infantry brigades	12 ins	18 ins	½ move	Full move	6 ins
Irregular infantry	12 ins	18 ins	Free	½ move	8 ins
Detachments	12 ins	18 ins	Free	½ move	8 ins
Rabble	10 ins	n/a	Full move	Crossing points	5 ins **and disorder**
Infantry guns	10 ins	n/a	½ move	Full move	3 ins **and disorder**
Field Artillery	6 ins	n/a	Full move	Crossing points	n/a
Heavy Artillery	2 ins	n/a	n/a	Crossing points	n/a
Cavalry Brigade	18 ins	27 ins	½ move	Full move	8 ins **and disorder**
Double Brigade	16 ins	24 ins	Full move	Full move	6 ins **and disorder**
Irregular cavalry	24 ins	36 ins	Free	½ move	8 ins
Commanders	24 ins	n/a	Free	½ move	12 ins

Units in March Column are not affected by Difficult Terrain but do pay any penalties for Linear Obstacles.

Combat

During the Combat phase any eligible units, of both sides, may conduct shooting then resolve any melee combat.

Both sides roll their combat dice and discard any scores below 4. The remaining dice are possible hits.

Combat dice - number of d6 rolled	Range	Shooting	Melee
Infantry detachments, dismounted dragoons	3 ins	1	1
Irregular infantry	3 ins	1	2
'Rabble' infantry and March Columns	-	-	1
Early Tercio	3 ins	2	3*
Infantry brigades	3 ins	2#	2*
Cavalry brigades	2 ins	1	3
Double brigades	2 ins	2	2
Dragoons (mounted)	2 ins	1	1
Irregular cavalry	2 ins	1	1
Infantry guns (up to 2lb shot)	6 ins	1	-
Field Artillery (2 - 4lb shot)	12 ins	1	-
Heavy Artillery (over 4lb shot)	24 ins	1	-

Modifiers to the number of d6 rolled

Unit attacking enemy flank	+ 1 in all combats	Unit disrupted	- 1 in all combats
* Infantry with pike	+ 1 in Melee against mounted	Company in March Column	- 1 in all combats
# Veteran infantry volley fire	+ 1 in Shooting if not disordered.	Brigade/Tercio in March Column	- 2 in all combats
Veteran cavalry (not dragoons)	+ 1 in Melee	Unit routed	- 2 in all combats
Lance armed cavalry	+ 1 in Melee if enemy not sound		

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Saving Throws

Each roll of 4 or more saves a single hit. It is possible for the unit to save all of the hits against it.

Early Tercios 3 saving dice		**Brigades and Double Brigades** 2 saving dice		**All companies** 1 saving die	
Veteran units	+ 1 saving die	Hit caused by close range shooting	- 1 saving die		
Hit caused by Raw, Disordered or Disrupted troops	+ 1 saving die	Hit caused by close range artillery fire	- 1 saving die		
Fully armoured cavalry (Cuirassiers, etc) in melee	+ 1 saving die	Unit is disordered	- 1 saving die		
Unit is uphill from attacking enemy (shooting only)	+ 1 saving die	Unit is disrupted	- 2 saving dice		
In buildings, or cover	+ 1 saving die	Unit attacked in flank	- 1 saving die		
		Unit attacked in rear	- 2 saving dice		

Shooting Results

A unit may fire at any unit within its range and to which it has a Firing Lane. All firing is considered to be simultaneous.

Calculate the number of d6 you have for your unit. Roll for Hits and Saves, and compare the unsaved hits with the results table below.

1 hit	Sound units become Disordered (yellow counter).
	Disordered units become Disrupted (red counter).
	Disrupted units take a Disorder Test; if the unit fails then it is routed (red and yellow counters), and immediately moved a full move away from the source of the firing (facing away from the shooter). If it passes then it recoils 4ins away from the shooter (facing towards the shooter).
2 hits	Sound units become Disrupted (red counter).
	Disordered units become Disrupted and Recoil 4ins from the shooter (facing towards the shooter).
	Disrupted units are routed.
3 hits	Sound units become Disrupted and Recoil 4ins from the shooter (facing the shooter).
	If the target was already disordered, or disrupted, then it is routed.
4 or more hits	Sound units are routed.
	If the target was already disordered, or disrupted, then it is destroyed and after making its rout move it is removed from the battle.

A routed company is removed from the battle after making its rout move.

Melee Results

Calculate the number of d6 for each unit, modifying as necessary. Roll for Hits and Saves, and record the unsaved hits.

Outcome	Effect on the loser
Scores are equal = Stand-off.	
Infantry v Infantry and Cavalry v Cavalry Infantry v Cavalry	- Both units remain engaged into the next turn. - The cavalry may attempt to 'break off' (see below) or remain engaged.
Scores differ by one hit = Recoil. Loser is moved 4ins backwards (facing towards the enemy).	
One attacking unit may advance into the vacated ground and make a facing change.	Sound units become Disordered (yellow). Disordered units become Disrupted (red). Disrupted units become Routed (red and yellow) and make a rout move.
Scores differ by two hits = Rout. The Loser makes a rout move.	
The winner tests for Impetuous Pursuit. One of the winner's units that did not declare an Impetuous Pursuit may advance into the vacated ground and make a facing change.	Sound or Disordered units become Routed and make a rout move. Disrupted units become Routed and make a rout move. It then takes a Disorder Test; if it fails this test it is removed from the battlefield.
Scores differ by three or more = Destruction.	
The winner tests for Impetuous Pursuit. One of the winner's units that did not declare an Impetuous Pursuit may advance into the vacated ground and make a facing change.	The losing unit makes a rout move and is then removed from the field (also see Impetuous Pursuit below).

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Retreats

A recoiling, or routing, unit must move directly away from the enemy unit that caused its retreat. It may pass between enemy brigades as long as there is a 5-inch gap between the enemy units. If there is not enough space then the retreating unit is eliminated.

- **Recoiling units** must attempt to move the full distance of the recoil, even if this forces the unit into difficult terrain (woods, buildings, etc). They use the 'Normal' move rates and costs with some adjustments.
- **Routing units** use the 'March Column' move rates but do not change their formation. They must attempt to move the full distance, and pay normal costs for terrain with some adjustments.
- **Pursuing units** use the 'Normal' move rates and pay normal movement costs for terrain.

Impetuous Pursuit

If a losing unit ends its rout move within 18ins and line of sight of the winning unit(s) then the winning unit(s) must test to see how it (they) responds to the opportunity to attack the enemy at his most vulnerable. **Disrupted units may not engage in Impetuous Pursuit.**

Roll a d6 adding or subtracting from the modifiers below.

Sound enemy cavalry within 8ins	+ 1	Clear path to routers within 18ins	- 1
Routers are a sub-unit	+ 1	Pursuers are Rabble	- 1
Pursuers are a Detachment	+ 1	Pursuers are Irregulars	- 2
Pursuers are an Infantry Brigade	+ 3	Pursuers are sound Cavalry brigade	- 2
Pursuers are a Tercio	+ 4	Pursuers are sound Double brigade	- 1
Pursuers are under Hold orders	+ 1	Pursuers are under Attack orders	- 1
Pursuers are under Withdraw orders	+ 2	Pursuers are Raw	- 1
Pursuers are Veterans	+ 1	Heroic Wing Commander	- 1
Pursuers are disordered	+ 1	Politico Wing Commander	- 1
Pursuers are in buildings	+ 2		
Pursuers are behind fortifications	+ 2		

If the resulting score is 3 or less, the winning unit declares an Impetuous Pursuit.

Units leaving the battlefield as a result of combat

Units that leave the battlefield in rout may never return. Units that leave the battlefield in pursuit may return. Use the Reform phase to reduce their level of disorder. Once the unit is sound it may return within 6 ins of its exit point.

Disorder

Roll a d6, and make any appropriate adjustments. All factors are cumulative. If the modified score is 4 or more then the unit passes its test.

Modifiers before the / are for Normal sized units. After the / are for Early Tercios & Double Brigade sized units.			
Raw	0 / + 1	Rabble	- 1
Trained	+ 1 / + 2	Brigade in Difficult Terrain	- 1
Veterans	+ 2	Within 8ins of sound enemy brigade	- 1
Defending linear obstacle	+ 1	Disordered	- 1 / - 2
Defending uphill of attacking enemy	+ 1	Disrupted	- 2 / - 3
Under Hold orders	+ 1	Routed	- 3 / - 4
Attacking enemy flank	+ 1	Under artillery fire	- 1
Sound friendly brigade, or Tercio, **on one flank**	+ 1	Enemy brigade behind flank within 8ins	- 1
Sound friendly brigades, or Tercios, **on both flanks**	+ 1	Attacked in the flank or rear	- 2 / - 1
Wing Commander attached	+ 1		
No enemy unit within 24"	+ 1		
Higher Commander attached	+ 2		
Attacking enemy rear	+ 2		
In buildings or behind fortifications	+ 2		

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Reforming from Disorder

After all movement and combat have been completed then both players may try to reform any units that are in command **and** not in within 4 ins of the enemy. Each unit takes a Disorder Test. If it passes then the unit may remove one level of disorder.

If it fails then nothing happens. **An unsound unit does not add further disorder as a result of failing an attempting to reform.**

Cohesion

Fatigue - Roll a d6 and adjust this with the following modifiers (all cumulative):

Within 8ins of the enemy	+ 1	Each sound infantry brigade or Tercio	- 1
Commander or attached General is wounded	+ 1	Each sound veteran brigade or Tercio	- 1
Commander or attached General is killed, or off table	+ 2	If under Hold orders	- 1
Each company lost	+ 1	No sound enemy unit within 24"	- 1
Each brigade off-table and not destroyed	+ 1	Wing Commander is a hero	- 1
Each Disordered Tercio or Double Brigade	+ 1	Higher Commander attached to the Wing	- 1
Each Disrupted brigade, Tercio or Double Brigade	+ 2		
Each Routed or destroyed brigade, Tercio or Double Brigade	+ 3		

If the modified die roll is 7 or less then the wing is unaffected and continues as normal.

General Will

At the end of any turn that his army contains a Fatigued Wing an Army Commander must test his will to fight on. Compare the number of brigades currently routed (both on and off table). **A single Tercio, or a Double Brigade, counts as two brigades for this process.**

Number of routed brigades in the army	Number of brigades in the army: 5 - 10	11 - 15	16 - 20	21 - 25	26 - 30	31 - 35	36 - 40
1	6	6	Automatic pass				
2	4	5	6	6			
3	3	4	5	6	6	6	
4	1	3	4	5	6	6	6
5	0	2	3	4	5	5	6
6		1	2	4	4	4	5
7		0	1	3	4	5	5
8			1	2	3	4	4
9			0	1	3	3	4
10				1	2	3	3
11				0	1	2	3
12					1	1	2
13					0	1	2
14						0	1
15			Automatic fail				1
16							0
17							

Roll a d6. If the adjusted score is equal to or less than the number indicated in the above table then the General's resolve is good and he continues the battle as normal. If the adjusted score is more than the number indicated then the General's army must be ordered to withdraw next turn.

If both sides fail at the same time then both withdraw and the usual result is a draw.

If one commander's resolve fails and the other commander's resolve is good then Victory is declared.

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The Series Editor would like to thank Georg Nieswohl of Battle Brush Studios for his generosity in supplying many of the pictures that you see in the book

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Final Word

When I started this project, I was inspired by Frank Chadwick's Volley and Bayonet rules. His focus on creating historical outcomes has been a sound guide. Thanks Frank!

There are other significant contributors. Phillip Hamer, a one-time member of the Sealed Knot, whose knowledge of the period and the nature of battle informed the mechanisms in these rules. He is a talented photographer and takes credit for the images on pages 16, 17, 19, 20, 22, 37, 47, 52 and 56. Equal recognition should to be given to Fergus Johnstone, whose enthusiasm for the period and constant contributions have been invaluable.

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